

Fablehaven: A Book to Screenplay Adaptation

An Honors Thesis (HONR 499)

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Abstract

Film adaptations of literature have been around for a considerable amount of time. *Lord of the Rings*, *Harry Potter*, *The Shining*, *The Hunger Games*, and *The Da Vinci Code* only name a few of the many books that have gone on to become successful films. However, not every book has the name recognition to become a winning film. One particular book that has stood out to me as deserving of a film adaptation is *Fablehaven* by Brandon Mull. I grew up with this story and it's the book I credit as the first to get me into reading. It's always puzzled me that this book never received an adaptation, and it was this thought that inspired me to adapt the novel into a screenplay using screenwriting techniques to tell a visually inspiring story.

Acknowledgments

I'd like to thank Kathryn S. Gardiner for being my advisor on this project and constantly going above and beyond to give me helpful feedback to make this screenplay the best it could be. Often this feedback led to eureka moments that I would not have been able to arrive at on my own. In addition, this project would never have been possible had it not been for her ENG 310 class, which gave me my first taste of screenwriting.

I'd also like to thank Dr. Mullins, another screenwriting professor at Ball State, whose class gave me additional screenwriting tools to use as I developed this piece.

Finally, I'd like to thank Taryn Schneider for being the first teacher to encourage me to write often and let my creativity be free, as well as my friends Megan and Lane for always being willing and encouraging readers.

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Process Analysis

I started this project wanting to challenge myself to write a feature-length screenplay (90-120 pages). In the past, the longest screenplay I've written was around 20 pages, however I have written longer works in other formats besides screenplays, so I wasn't particularly worried about getting burnt out through the process. Still, to avoid any possibility of running out of steam, my advisor and I set the goal of writing 10 to 20 pages of screenplay every other week. As it turned out, this breakdown worked fairly well for sectioning the story into parts. Below is a chart of how the story was written in pieces:

| Part of 3 Act Structure | Pages (First Draft) | Pages (Revised) |
|-------------------------|---------------------|-----------------|
| All of Act I | 1-23 | 1-27 |
| Start of Conflict | 24-46 | 28-53 |
| Turning Point | 47-66 | 54-77 |
| Climax | 67-81 | 78-90 |
| Resolution | 82-90 | 91-99 |

As the chart shows, material was added to each part of the screenplay by the time revisions were over. This may run counter to what people would expect. However, over the course of the semester, as my advisor gave me feedback on each piece, I realized there were plenty of things I could add to improve the image of the scene, break-up large chunks of dialogue and action for improved reading, and setting up the rest of the books in the series (despite the fact that screenplays for books 2-4 probably won't be happening soon). After going through my advisor's suggestions and adding in what we both agreed was necessary, I was able to get the screenplay to a reasonable length of 99 pages achieving one of the main goals of the project.

However, length of the screenplay means little if the audience it's for (i.e. someone looking to produce/direct it) can't visualize the story. This was perhaps the hardest part of the writing process for me. Much of the substance of *Fablehaven*, and especially the climax, revolves around the reader being able to know what the main character, a teenage girl named Kendra, is thinking at any given moment. However, with a film, you can't know for certain what's going on in a character's head (unless you use voiceovers, but that's poor form except in some particular situations). Thus, writing a screenplay of the book required a certain level of creativity to write scenes that didn't rely on knowing what Kendra is thinking while still focusing on her as the main character. Things like emotions and reactions were important in the writing of the screenplay so that a potential actor would still know how to what their headspace is like in the scene. I think these types of lines where a writer shows how a character is feeling always come across as stilted or "too much telling, not enough showing" for me, so the bulk of the reactions and emotions of the characters in this screenplay came in the revision.

Overall, it was an interesting experience to reread a story I'd read many times before and imagine how it could be reformatted into a screenplay that people could see on screen. I like how the revised version of the project reads, and hope that those who read it can also get a mental picture of what a film produced from this screenplay might look like.

by

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FADE IN:

INT. SORENSON VAN - MIDDAY

A 13 year old girl, KENDRA SORENSON, stares out the backseat window of her family's beige minivan. Her 11 year old brother, SETH SORENSON, sits next to her. Seth can hardly keep himself still, much to Kendra's annoyance. They both have backpacks at their feet, and Seth has a cereal box with "EMERGENCY SURVIVAL KIT" written on it in sharpie.

Outside the van, a sign says "ENTERING ROXBURY, CT". There's dense forest on either side of the road and no traffic in sight. Seth begins to moan dramatically.

SETH

Are we there yet??

In the front seat, their father, SCOTT SORENSON, 40's with short blond hair and a hideous Hawaiian shirt, continues to drive down the winding Connecticut road. Their mother, MARLA SORENSON, also 40's with a short bob and a pair of cheap sunglasses, turns to face Seth.

MARLA

What did I say ten minutes ago?

Without looking away from the window, Kendra rolls her eyes.

KENDRA

She said we'd be there in ten minutes.

Seth makes an overly expressive pouting face.

SETH

I was going to say that!

Marla sighs in exasperation. A dirt side road is coming up quickly. An ornate, but weather-beaten sign that reads "SORENSON ESTATE" is sticking out of the ground.

MARLA

Kendra! Seth! Not today. Look, there's Grandma and Grandpa's driveway just ahead. It's been years since you two have seen them and the never invite us over anymore. Let's just try to make a good impression. We're going to be

away on our cruise for a week and
we have to know we can leave you
two alone that long.

Kendra lets out a small huff under her breath and Seth goes to shuffle things around in his emergency kit.

The van pulls up the driveway. The forest suddenly parts to reveal a clearing with a large, two story country house constructed from dark wood and stone at the end of the half-mile long driveway.

A wrought iron fence blocks the way a few feet from the house. Signs lead the way up the driveway that read "PRIVATE PROPERTY, NO TRESPASSING", "BEWARE .12 GAUGE", and finally "CERTAIN DEATH AWAITS".

KENDRA

I never knew Grandpa Stan was this
paranoid.

SCOTT

I'm sure they're just gag signs.
Your grandparents have a better
sense of humor than you'd think.

As the van approaches the gate, a man, DALE BURGESS, in his 30's with a lanky build and large ears, approaches to open the gate. As the van enters, Dale closes the gate but doesn't lock it again. Scott parks the van near the house's garage. In the distance is a large red barn and an extensive shrub garden.

Kendra watches as Scott and Marla leave the van and they each give Dale a hug before he goes to grab Seth and Kendra's suitcases from the van's trunk. The front door opens and GRANDPA STAN walks over to the group. He's in his 70's and wearing a red, plaid flannel and heavily grass-stained denim jeans.

A thin, Asian woman, who's age is hard to place, LENA BURGESS, follows behind Stan. Her hair is in a neat bun and she has an ageless quality. As Lena and Stan approach, Seth hops out of the car with his pack and his cereal box. Kendra stays in the car for a few more moments before Marla signals for her to get out.

EXT. SORENSON ESTATE FRONT LAWN - CONTINUOUS

Kendra gets out of the van and walks over as Scott and Marla are hugging Lena and Grandpa.

MARLA

And you're sure it won't be any trouble.

GRANDPA

Oh don't be ridiculous! It's been ages since we've had company here. It's just Dale and I taking care of the grounds and Lena managing the housework. We'll put 'em to good use here.

SCOTT

And I'm sure it'll be good for mom to have kids around the house again.

A sudden look of concern crosses Stan's face, and he starts to stammer a little as he speaks.

GRANDPA

Ah...You see...She really wanted to be here to see the kids, but she's, ah, visiting your Aunt Edna.

SCOTT

All the way out in Missouri?

GRANDPA

(Quickly)

Edna's dying.

Everyone pauses for a beat, and Stan starts to look nervous.

GRANDPA

Right, well, you two have a cruise to catch and daylight's burning. Seth and Kendra will be just fine here. Nothing to worry about at all.

Marla and Scott check the time on their phones.

MARLA

Gosh, you're right! Honey, we're going to be late if we wait around any longer! Bye kids, behave while we're gone, okay?

Seth and Kendra nod in agreement as they each get a hug from each parent. When the goodbyes are finished, Scott gets back in the driver's seat and Marla gets in the passenger's seat. As Scott makes a u-turn, Dale rushes over

to the gate and opens it. As the van drives through, Dale closes the gate behind it and sets the padlock.

Kendra glances over her shoulder to watch as the van disappears among the trees. When the van is gone, Kendra and Seth follow Grandpa Stan and Lena into the house while Dale follows in behind them with a suitcase in each arm.

INT. SORENSON HOUSE GRAND HALLWAY- CONTINUOUS

As Dale closes the front door with his foot and sets down the suitcases, Kendra and Seth are greeted by a wide, arched hallway. The hall is large, but not very well lit. It sets a forbidding, almost stern tone

At the end of the hallway, glass doors lead from a kitchen to a spacious backyard. Dense woods can be seen in the distance. There's a large in-ground pool surrounded by concrete and deck chairs

To the left of Kendra, a set of stairs lead up to the second floor and at the top is a small door painted perfectly white. At the bottom of the stairs is a painting of a bright and cheery meadow, a sharp contrast to the rest of her surroundings.

On the right is a grand sitting room furnished with cherry wood antiques. A silver and gold chess set sits on a glass table between two love seats. A grandfather clock faces the group, its hands read 4 o' clock. Dale heads out the back door and Lena follows him, stopping at the kitchen.

GRANDPA

You kids can make yourselves at home here. As long as you don't break anything, you're free to do as you like.

Seth rushes over to the chess set in the sitting room and starts to handle the pieces. He takes one of the knights from the gold side and looks at it in wonder.

KENDRA

Hey, careful! Those look expensive!

Grandpa eyes Seth nervously. It's clear he wants Seth to stop playing around with the chess set, but he doesn't say so. Instead:

GRANDPA

Oh, he's fine.

Seth sets the pieces down to go look at a painting hanging

on the wall separating the sitting room from the hallway and Grandpa Stan relaxes slightly.

GRANDPA (CONT'D)

Your room will be upstairs in the attic. The pool's out back and so are the gardens. One thing I will say though, stay out of the woods.

Seth perks up as he hears this and wanders back to stand by Kendra and Grandpa Stan.

SETH

What's wrong with the woods?

GRANDPA

It's tick season here. I wouldn't want you two getting bit. You could catch Lyme disease, or worse.

Seth groans a little and Kendra jabs him in the ribs with her elbow. He swats her away.

SETH

But you said we could make ourselves at home as long as we don't break anything.

GRANDPA

(Slight chuckle)

Now I did say that, this is a rule, and I don't want you to go breaking it. I'm also going to need you two to steer clear of the barn out back and there are some stairs in the kitchen that go to the basement. We store some dangerous equipment in those places, so I'm gonna have to ask you to stay away from them as well. Here, I'll show you to your room.

Grandpa Stan picks up the kids' suitcases and leads the two children up the stairs and pulls a key from a key ring he keeps in his pocket. He slides the key into the keyhole and unlocks the door.

Kendra and Seth share an uneasy look like this is all looking eerily to every horror movie ever made.

KENDRA

(under her breath)

He's going to lock us up until mom

and dad get back. I knew staying
here was a bad idea!

INT. ATTIC BEDROOM - CONTINUOUS

Grandpa Stan pushes the door open and sets the suitcases down inside the attic. Compared to the grand hall, this room seems much brighter, though still subdued in a way almost like a gray scale.

A dresser with chipping white paint is on one wall and two twin size beds are on the opposite wall. Next to the door is an open, grand Victorian dollhouse with three stories.

A single window is across from the door with a telescope set up to look out at the backyard, barn, and woods. In the far corner is an old rocking horse, an antique bookshelf, and an open toy chest filled with all kinds of games and toys. Behind the door is a cage with a full grown chicken pecking at kernels of corn.

SETH

What's with the chicken?

GRANDPA

Oh, her name's Goldilocks, and she belongs to your grandma. She's really tame, just as long as you feed her. Could you two care for her while you're here? I'm sure Ruth would appreciate it.

Seth rushes over to the cage and starts to wiggle his fingers between the bars. Goldilocks is pecking at the kernels in her food dish, but only some of them get eaten. The rest drop to the floor and she kicks them around with her feet.

SETH

Yes! Mom and dad would never let us get a pet chicken! Sweet!

GRANDPA

If you need anything, call for Lena. Dale and I'll be out working on the property for the next couple of hours. We'll be back in time for dinner, and I hope you two have appetites. You haven't lived until you've tried Lena's cooking. Just remember the rules about where you two belong and this week will go by just fine.

Grandpa Stan turns to leave, but then turns back as though he's forgotten something. Seth's still busy getting Goldilocks's attention, Grandpa Stan addresses Kendra instead.

GRANDPA

I don't want things to get too boring for you here, so I've got a little puzzle for you to solve.

Grandpa takes a small keyring, like the one he had earlier but in miniature, from his shirt pocket. Three tiny keys dangle from the ring. He hands the keys to Kendra and she accepts them.

GRANDPA (CONT'D)

Each of those keys goes to something in this room. Find them all and I can guarantee you won't be disappointed with what you find.

Kendra looks at the keys, puzzled, as grandpa heads down the stairs, closing the attic door behind him. Kendra sets the keys down on a table next to one of the beds.

We hear lots of stamping around. The toy chest opening and closing. The mechanical screech of the chicken cage opening slowly, then creaking again as it closes. None of these sounds even begin to catch Kendra's attention.

She sees a calender hanging over the table. It's missing several pages and is currently showing August 1964.

KENDRA

(To herself)

Well, you're about fifty years off, but at least you can count the days until we get to leave.

Kendra takes a pen out of her backpack and circles August 1st and writes day one before putting an "X" through the date.

We hear lots of random objects being dropped on the floor carelessly, but Kendra still pays them no mind.

Kendra then circles August 8th and writes "MOM AND DAD".

Kendra turns from the calender and sees that Seth has made a mess of toys and chicken feed in two corners of the room. Kendra sighs and puts a palm to her forehead.

EXT. BACKYARD - NEXT AFTERNOON

Kendra is lounging on a towel by the pool. She's wearing a plain t-shirt and jeans while reading a book. Butterflies and dragonflies glide lazily nearby. Seth swims over to the edge of the pool near Kendra and splashes her.

KENDRA

Hey! Watch it!

SETH

Come ooonnnn! You can read any time you want. We don't have a pool back home. Come swim with me!

KENDRA

No! I'm just getting to the good part!

Seth heaves himself out of the water and walks over to his towel sitting near Kendra.

SETH

Ugh! Why are you always so boring! Fine! If you aren't going to do anything interesting, I'm gonna go find my own adventures!

Kendra hurriedly puts a bookmark in to mark her place and slams the book shut. Seth sets down his towel and starts to put his shirt back on.

KENDRA

No!

SETH

Oh come on! You don't even know where I'm gonna go!

KENDRA

I have a guess! I'm not letting you go into the woods! Grandpa said it's dangerous.

SETH

Oh please! He's underestimating me! I'm not afraid of a few ticks. I'll be back before he even notices I'm gone.

Seth starts to walk towards the glass door. Kendra gathers her stuff and hurries after him.

INT. DINNING ROOM/KITCHEN - CONTINUOUS

Kendra and Seth keep their arguing to a minimum as they pass Lena. She's standing by the oven, baking pie. She waves to the children as they pass.

INT. SORENSON HOUSE GRAND HALLWAY - CONTINUOUS

Kendra grabs Seth's wrist, attempting to stop him. He pulls himself free and rushes up the stairs. He closes and locks the door as he changes out of his wet swimming trunks into his dry shorts. When he finishes, he opens the door and Kendra comes crashing in. Seth rushes towards the stairs to the attic as Kendra dries off as quick as she can.

INT. ATTIC BEDROOM - MIDDAY

Seth is poking around under his bed and pulls out his emergency survival kit. He removes the worn strip of duct tape keeping the box shut. Three of the four corners on the front side of the box have been cut to let it open like a briefcase.

Seth opens the box and checks to make sure everything is in its place: flashlight, batteries, compass, lighter, firecrackers. Once he's repacked everything, he closes the cereal box.

KENDRA

He's going to find out!

SETH

Only if you tell.

KENDRA

I-I'm not going to. I don't want to get in trouble just because you make bad choices.

SETH

Why don't you come with?

Kendra glances at the keyring still lying on her bedside table.

KENDRA

Because one of us needs to be the rational one. Besides, I have plenty to do here.

SETH

Fine, suit yourself. I guess I get to see all the cool stuff on my own.

Seth rushes down the stairs, leaving Kendra alone. She looks back and forth between the keys and the door before closing the attic door and picking up the keys.

QUICK FLASHES - SEARCHING FOR KEYHOLES

--Kendra searches the toy chest and finds nothing.

--Kendra searches the dresser drawers and finds a toy jewelry box with a small keyhole. The largest key fits the lock. Costume jewelry and another, smaller key is buried under the jewelry.

--Kendra searches the dollhouse and finds a closet with a disproportionately large keyhole. The second largest key fits. Inside is a key identical to the one from the jewelry box.

--Kendra searches under the beds and finds nothing.

--Kendra searches the chicken cage and finds nothing.

--Kendra gives up searching and sits on the bed.

BACK TO SCENE - EXT. THE WOODS - MIDDAY

Seth brushes a low-hanging tree branch aside as he pushes through the woods. He comes upon a crossroads with one path going right and one path going left. Seth kneels down and collects a handful of rocks before setting them up in a pyramid-shaped structure.

Looking at the small bundle of rocks, Seth shakes his head and looks around the surrounding area. He finds a few more small rocks and adds them to the pile.

SETH

Explorer rule number 34, always
mark your way back home.

Seeming satisfied with his creation, Seth continues on the path leading to the left. As he goes, the forest becomes thicker and moss cakes the trunks of the towering trees. The air starts to appear hazy and Seth sees the silhouette of a shack through the fog.

Approaching the small

SHACK

Seth sees that it has been mostly covered in a dense mat of vines and foliage. A small ragged opening stands on one of the corners of the ramshackle building. Seth can't see into

the building, but there is a soft light pouring from it.

Slowly, Seth creeps towards the shack's doorway and peers around the corner.

INT. INSIDE THE SHACK - CONTINUOUS

He sees a decrepit old woman, MURIEL TAGGERT, sitting hunched over on a gnarled, mossy stump. She's chewing on one of two knots in the middle of a rope, but peers towards the door as she notices Seth's presence.

MURIEL

Ah! Company! What brings you to my home, young master?

SETH

You...You live out here?

Muriel cackles and rocks back on her tree stump. She drops the rope and it falls to the ground.

MURIEL

I do! I do! Would you care to come inside?

SETH

Uh, probably not. I'm just out for a quick walk.

Muriel fixes Seth with an icy look, and Seth shivers as though a chill has rushed through the air. Muriel leans towards Seth as far as she can without falling off the stump.

MURIEL

Strange place for a boy as young as yourself to be out on a walk, ain't it?

SETH

It's not strange, my grandpa owns this land.

Muriel sneers at Seth before composing herself and looking cheery again.

MURIEL

(muttering)

Owens it, does he? Stan Sorenson?
Only in his dreams.

SETH

What was that?

MURIEL

I said come in and have some tea. I
have something to show you.

Seth starts to back out of the doorway as Muriel reaches behind the tree stump. She pulls out a little wooden doll about a foot tall. It has a stick poking out its back. The golden hinges that serve as the joints contrast against the dark wood of the little puppet. The whole thing is about a foot tall.

MURIEL (CONT'D)

Come and say hello to Mendigo!

Seth's knees start to shake and he turns from the small shack. He cups a hand to his ear as though pretending to hear someone.

SETH

Sorry, not today. I think I hear my
grandpa calling. He said not to
stay out long. I'm sorry-

Muriel throws something at Seth and it blurs past him as it flies out the door. Seth turns and runs as fast as he can.

EXT. OUTSIDE THE SHACK - CONTINUOUS

And down the path that brought him to the shack.

MURIEL (O.S.)

You impudent boy! Lying like that
to your elders! Get back here!

EXT. WOODS - CONTINUOUS

Seth races along the path as pine cones, sticks, and pebbles fly at him from every direction. He glances over his shoulder but doesn't see any sign of Muriel pursuing him, yet the assault continues from both sides of the path.

Seth passes by the structure of pebbles he'd made in the path's fork, almost tripping over it in his haste. In the distance he sees light at the tree line separating the woods from the yard.

INT. ATTIC - MIDDAY

Kendra is lying on her bed reading one of the books from

the bookshelf. As she turns the page, Seth bursts in through the attic door. He's out of breath, covered in sweat, and his hair is a ragged mess.

KENDRA

What's with you?

Seth slides the cardboard adventure kit under his bed and heaves himself onto the mattress, still trying to catch his breath.

SETH

(panting between words)

There...is a witch...in grandpa's backyard.

Kendra looks away from her book, brow arched in a mix of annoyance and skepticism.

KENDRA

Okay, don't tell me.

SETH

No! I'm serious, she tried to get me to play with a creepy puppet.

KENDRA

Whatever.

Kendra goes back to reading and Seth slumps down on the bed. Not a moment after he gets comfortable, the children hear:

LENA (O.S.)

Kids! Come down for dinner! We're having stake tonight!

INT. ATTIC - MORNING

Kendra stretches her arms and yawns as her eyes flutter open. She looks to Seth's bed and sees him already dressed for the day. He's pulling the adventure kit out from under his bed again.

KENDRA

No! No, no, no! You'll definitely get caught this time.

Seth rolls his eyes and continues to get ready for another adventure.

SETH

No I won't. I didn't yesterday and
I won't today.

Kendra pushes herself off the bed and tries to take the
adventure kit away from Seth, but he resists and clutches
the cardboard box to his chest.

KENDRA
Well what about the witch?

A sense of fear flashes across Seth's eyes, but he recovers
and gives off a cocky grin.

SETH
I'll just explore somewhere else
today. Besides adventurers have to
be brave.

Before Kendra can stop him, Seth runs from the room and
disappears. Kendra sighs and presses her head against the
wall near the calender. She crosses off another day with
little more than a sidelong glance, as though its an
afterthought.

INT. ATTIC - LATER

Kendra sits down on the bed. Her hair is wet and she starts
to brush it until it falls straight. Suddenly. Seth rushes
into the room. His excitement is clear as he wears an ear
to ear grin.

SETH
Kendra! You've gotta see what I
found! It's in the woods, not too
far from the yard!

Kendra sighs and slams the brush down on the bedside table.

KENDRA
No! You may be fine with breaking
Grandpa's rules, but I don't want
to-

SETH
Grandpa's hiding the most beautiful
park in the world from us!

Kendra stands up from the bed, she looks shocked, and now
very curious.

KENDRA
What? What do you mean?

SETH

There's a lake! It's so big it has its own island in the center! There were exotic trees and animals everywhere! There was even a boathouse! We could probably go to the island if we wanted to!

Kendra stops and thinks as Seth can barely keep himself still. The floorboards creak under him. Kendra finally nods slowly.

KENDRA

Okay, okay. Calm down before Lena hears you. I'll go, but only because I don't believe you.

EXT. BACKYARD - MINUTES LATER

Dozens of insects of all colors, shapes, and sizes dance through the air. Beetles, dragonflies, bees, and butterflies flutter lazily in the morning air. Their bodies and wings shimmer in a rainbow of different colors.

Kendra and Seth creep through the garden as they make their way to the edge of the forest. They look back and forth along the sizable yard, keeping an eye out for the adults.

Seth and Kendra reach the tree line and slip into the

WOODS

Without fear that they'd been seen. Seth leads Kendra a short way into the dense forest to the fork in the path still marked by his pyramid of rocks and pebbles. He goes the opposite direction of Muriel's shack this time.

EXT. THE SHRUB WALL - DAY

Kendra and Seth approach a high wall of shrubbery that extends to the left and to the right. Kendra stares at the well manicured vegetation in disbelief, her jaw hanging open slightly.

SETH

Come on, there's a small opening we can crawl through.

Seth leads his sister toward a part of the shrubbery before getting down on his hands and knees and crawling through a sparse patch in the wall. Kendra hesitates, but follows after her brother.

EXT. THE LAKE - CONTINUOUS

As Kendra emerges, Seth has already gone on. She checks herself for ticks by brushing her hands all over. Then she finally looks up.

On this far side of the shrubs is a paradise on Earth. A large pond takes up much of the clearing and a small island sits at its center. A dock and boathouse jut off the shore. Five small gazebos with chipping white paint stand scattered around the lawn.

Kendra wanders up to the lake's shore. As she approaches, the waters go from perfectly still to swirling unnaturally in an instant. Kendra hardly notices as she goes to look at the trees dotting the lawn. As Kendra retreats, the waters calm once more.

Fruit trees around the pond bear the most delicious fruits to ever be seen. Their colors dark and ripe as the fruit hangs low in the swaying branches. Kendra no longer looks shocked by what she's seen, she looks absolutely stunned. There's just silence as Kendra takes in the sight. And then:

KENDRA

Why would he hide this?

SETH

That's what I'm saying! Grandpa doesn't want us to have any fun.

Kendra pulls back toward the outskirts of the lawn. She looks guilty and regretful despite the excitement she seemed to get from the first sight of the lake.

KENDRA

I'm sure he has a reason. Please can we go? We've been gone to long.

Seth rolls his eyes but goes make to the opening as Kendra leads him there.

SETH

Chicken.

The children disappear under the shrubbery.

INT. DINING ROOM - NIGHT

Seth, Kendra, Lena, Dale, and Grandpa Stan are sitting around the dinner table. Kendra is poking at a pile of

mashed potatoes gingerly as Seth devours his meal next to her.

Grandpa Stan looks up from his meal and a sudden discomfort crosses Dale and Lena.

GRANDPA

What's wrong Kendra? Are the potatoes not good enough for you?

Kendra looks up from her plate, confused.

KENDRA

No...They're great. I'm just not hungry.

Grandpa Stan chews his food slowly before taking a loud gulp. He looks pensive for a second before fixing his gaze on his two grandchildren.

GRANDPA

When rules are broken, what do you think should happen?

Seth's eyes practically bulge out of his head and he quickly stands from the table and picks up his plate. He looks about ready to get sick.

GRANDPA (CONT'D)

That can wait. Sit.

Kendra stares down at the table and then glances at Seth. He shakes his head vigorously "no". Then Kendra turns towards Grandpa Stan and Seth looks like he could jump out of his skin.

KENDRA

I'm sorry grandpa. You're right you had simple rules. But why are you hiding a garden behind your house.

As Kendra says this, Lena stands and starts to clear the empty plates off the table. She hurries off without another word.

GRANDPA

So you found that? Anything else?

SETH

No ticks, that's for sure.

Grandpa sighs and looks at his grandkids. He looks towards Dale who shrugs.

GRANDPA

I haven't been exactly truthful with you kids. You see, I thought ticks would be easier to explain than what's actually out there.

KENDRA

What are you saying?

GRANDPA

I have a lot of land here. But most of it was donated. In return I keep exotic animals in the woods. Sort of like a preserve. And not all of them are harmless.

The table goes silent as Kendra and Seth look at each other with skepticism.

KENDRA

Then why didn't you warn us?

GRANDPA

I did.

SETH

But we're not afraid of ticks! Poisonous snakes, though...

Grandpa Stan sighs as he looks back and forth at his grandchildren. The entire seems to be holding their breath.

GRANDPA

Yes, I suppose honesty would have been best. But this preserve is meant to be a secret. I have all the permits, but I still walk a tight line here.

SETH

So, since we know the truth now, we're free to go right?

Grandpa Stan half snorts, half laughs. Lena returns from the kitchen with a rag and starts to clean off the dinning room table.

LENA

I wouldn't test your grandfather, Seth.

GRANDPA

No, I told you a lie, but you two

still broke my rules. For that you can stay inside until your parents return.

Seth stands up from the table indignantly and Kendra rolls her eyes at her younger brother. Lena and Dale watch the group intently.

SETH

But we didn't know! And it was only the one time. What if we promise never to do it again?

GRANDPA

And I'm sure you'll say the same next time. If there's no penalty, the rules are meaningless.

Kendra puts her hand on her brother's shoulder, pushing him down to his seat and calming him down.

KENDRA

What about a reduced punishment then? We stay inside all day tomorrow and then we never go into the woods again?

Grandpa Stan seems deep in thought as he rubs the whiskers on his chin. He nods slowly, as though he's come to a decision.

GRANDPA

Hmm...I suppose that sounds fair. Very well, I think we're at an agreement. Just remember, this is for your own safety. Understood?

Seth nods eagerly and practically rushes from the room. Kendra agrees less emphatically and hug Grandpa Stan before heading after Seth.

INT. ATTIC - DAY

Kendra is sitting at a chair and painting with a paint-by-numbers set. It shows a scene reminiscent of the lake in the woods. Seth lies on the ground looking bored. His head is under the rocking horse.

SETH

Hey, did you ever notice the keyhole under here?

Kendra's head suddenly perks up and in the sudden movement she smears a little bit of paint outside the lines.

KENDRA

Keyhole?

SETH

You were looking for them? Right?

Kendra stands from her chair and Seth slides out from under the rocking horse. Kendra grabs the keyring off the bedside table and kneel down to look under the horse. She sees a small keyhole. Carefully, she inserts the last remaining key of the original three into the hole. It fits perfectly and turns.

A hatch swings open and a third key, identical to the ones found in the jewelry box and doll house falls to the ground. Kendra puts the new key on the keyring.

SETH

That's it? What's the point?

Seth heads over to the chicken coop and opens the door to play with Goldilocks. She appears to be pecking at some of the kernels that fell out of her food bowl without eating any of it. Seth scoops the food up and dumps it back in the bowl.

Kendra goes back to her painting, still clutching the keyring. She looks at the streak of paint and sighs.

KENDRA

I guess I'll have to ask Lena to make me a new one later.

Kendra puts the easel and painting off to the side and goes to the bookshelf to browse. She sees a book titled: "The Journal of Secrets" and pulls it off the shelf. The book has three small latches on it and Kendra's eyes go wide. She glances at Seth and sneaks the book to her bed as he's busy bothering the chicken.

Using each of the three smallest keys on the keyring, Kendra opens the book and finds blank page after blank page. As she flips through each page, she looks more and more disappointed. Then on the last page she sees a single sentence: "Drink the milk."

Kendra looks confused and frustrated, but puts the book back on the shelf. As she does, she sees Dale in the backyard through the window. He's carrying a pie plate filled with a milky white liquid from the barn to the

garden. He looks around as if making sure nobody is watching him, then he sets the plate down and hurries away.

Kendra stares at the pie plate, a curious look crossing her. She grabs another book from the shelf and wanders back to her bed.

EXT. BACKYARD - MIDDAY

Seth is splashing around in the pool and Kendra is nowhere to be seen. He stops suddenly and looks to a hand mirror lying on a table just a few feet from the pool.

There's Kendra's hairbrush lying next to it, but what's more interesting is the dozens of insects fluttering around the mirror as if intrigued by it. Seth stops playing around and goes to look at the mirror.

Just then, Kendra walks into view, coming from the gardens. She starts to open her mouth to say something when she sees the mirror and the bugs.

KENDRA

Okay, vain bugs. Now I've seen everything.

SETH

I wonder what's up with them?

Kendra looks impatient and glances back in the direction she came from, then to the house.

KENDRA

Absolutely no idea, but hey, you should come check something out.

Seth looks suspicious at the sudden change of subject, but starts to paddle towards the pool ladder anyway.

SETH

Is it cooler than the pond in the woods?

KENDRA

Not quite, but close.

Seth hauls himself out of the water and dries himself off. Kendra leads Seth away from the pool to the

GARDENS

And they find a small pie tin filled with milk, identical

to the one Dale had set out the day before.

SETH

That's it?

KENDRA

Taste it?

SETH

What?

KENDRA

Come on! Taste it, it's the best thing you'll ever try.

Seth kneels down and dips a finger in the milk. He looks at Kendra with the drip of milk inches from his mouth.

SETH

So you've already tried it?

KENDRA

Of course.

Seth lets the milk drip onto his tongue and swallows. In an instant his eyes bulge and he stares at the bugs buzzing around in the garden. Then he looks back to the bugs buzzing around the mirror, and even more flocking near a bird bath.

SETH

Fairies!? Oh my god! Kendra are you seeing this too?

Kendra stares at her brother in shock as he runs up to the mirror and stares at the gathered insects. They scatter immediately. Seth tries to catch some of the bugs, which still look like normal butterflies and bees and other beauties, but they're too quick.

Kendra looks to the milk and tentatively dips her finger into the milk. She lets a few drops drip onto her tongue and swallows. Immediately the world becomes more crisp and colorful, as though we've entered Oz. She sees the fairies Seth told her about buzzing through the air and goes to join her brother, eyes full of awe.

Suddenly, Grandpa Stan comes out of the nearby barn. He marches directly to Seth and Kendra and looks them square in the eyes. His work outfit of boots, overalls, and a flannel shirt are caked in mud. His hands are crossed over his chest.

GRANDPA
We need to talk. Now.

INT. HOUSE - STUDY - MIDDAY

Kendra and Seth sit in chairs facing Grandpa Stan's desk in much the same way that a child would be sitting in a principals office. Sitting on the desk are stacks of books of fairy tales. On one corner is a glass dome holding a small skull. A tall grandfather clock in the corner ticks away relentlessly in a constant melody.

Suddenly the ticking of the clock is interrupted by the study door swinging open. Grandpa Stan enters, looking much cleaner than he had earlier. He takes his place at the desk. Lena enters the room carrying a tray with three glasses of hot chocolate. She sets the tray down and leaves the room, closing the door behind her.

Grandpa Stan takes a mug of hot chocolate and sips it delicately. Kendra and Seth also take a mug, but they don't drink yet.

KENDRA
So what's in this?

GRANDPA
The same stuff you just drank outside.

Kendra and Seth share a skeptical look.

SETH
Right, we figured. But what's in it?

Grandpa Stan laughs heartily and takes another small sip of his hot chocolate.

GRANDPA
You mean why can you suddenly see fairies?

KENDRA
So they're real.

Grandpa Stan looks down at his desk and chuckles. When he looks up, he looks to have a much more youthful energy and he appears much less stern than before.

GRANDPA
Yes. I'm afraid I must apologize

for lying yet again. The creatures here at Fablehaven are even more exotic than I'd led you to believe.

SETH

So now you want us to believe you're hiding fairies here?

GRANDPA

You saw them didn't you?

Seth looks out the window and sees a group of fairies fly past the window. They're in all colors of the rainbow and each about the size of a thumb. Some have iridescent butterfly wings while others have papery bee wings. Some have antennas and some look to be covered in a soft fuzz like moths.

SETH

I mean I guess, but then why can't we go into the woods? They don't seem dangerous.

GRANDPA

Oh, I can assure you, they can be quite dangerous when wronged. But they're safe enough to have in the yard. The rest of the creatures here are another story.

KENDRA

There's more?

GRANDPA

Of course. So much more.

Grandpa Stan flips through one of the books of fairy tales on his desk.

GRANDPA

You see, every myth has kernel of truth. But most people are blind to the things hiding in plain sight.

KENDRA

So the milk...?

GRANDPA

It comes from Viola. She lives out in the barn. Her milk and the milk of creatures like her is what lets us see into the hidden magic that's surrounded us since before recorded

history. The only catch is that once you go to sleep, the magic vanishes until you drink the milk again.

Kendra looks disturbed for a brief instant.

KENDRA

And Viola is a...

GRANDPA

Forty foot tall cow weighing in at about thirty tons. We got her from Norway.

KENDRA

Well at least that's not as bad as I was thinking.

Seth and Kendra look at each other, then back to Grandpa Stan.

SETH

So...what now?

GRANDPA

That's it? I tell you magical creatures exist and that's all you have to say?

SETH

(sly)

Well if we aren't allowed into the woods to see them, then we just have your word that they're real.

Grandpa chuckles and strokes his whiskers. A twinkle fills his eyes.

GRANDPA

You kids are the first to solve the riddle I left. Your cousins couldn't solve it. Your parents didn't even try. I think you've earned the right to see everything.

Seth starts shifting around in his seat like he can barely contain his excitement. Kendra looks more calm, though still eager.

GRANDPA (CONT'D)

And that's why you'll be seeing more over the next weeks. Starting

tomorrow. We have a guest coming
for dinner. So, are you ready to
see all the world's kept hidden?

Kendra and Seth share a look of anticipation, both look
excited at the idea.

SETH & KENDRA

Of course!

FADE TO BLACK.

FADE IN:

INT. ATTIC BEDROOM - MORNING

Kendra's eyes snap open. She's lying in a tangle of covers and sheets and wearing flower-patterned pajamas. Jumping off the bed, Kendra goes to the window and looks out at the gardens in the backyard.

Flying around the garden are all the varieties of normal insects Kendra and Seth had been seeing during their stay. Not a single fairy is in sight.

KENDRA

Seth! Wake up!

Seth snaps his head up, his eyes half shut. He starts to lower his head back towards his pillow, but Kendra grabs Seth's arm and drags him out of bed.

SETH

What! It's like eight in the morning!

KENDRA

Well it's not like I stayed up all night like you! Just look out the window for a second.

Seth does as told and also sees that there are no fairies, just a bunch of normal insects.

SETH

What? We couldn't have dreamed all of that yesterday!

KENDRA

No, I know. Let's go ask Lena, I think I hear her making breakfast downstairs.

INT. KITCHEN/DINING ROOM - MORNING

Lena is busy near the sink, cracking eggs and putting the whites and yolks in a bowl. Bacon sizzles in a pan sitting on the stove top. Two glasses of milk sit on the kitchen table.

Kendra and Seth enter the kitchen, coming from behind Lena

so she doesn't see them.

LENA

I bet you're wondering where all
the fairies went.

Kendra and Seth stop in their tracks and look at each other, confused.

SETH

How did you know we were here?

KENDRA

And more importantly, how did you
know what we were going to ask?

Lena chuckles and sets the eggs aside. She washes her hands off of egg residue as she answers the children.

LENA

I'd have to be deaf not to have
heard you. And that's always the
first question asked. Here, one for
each of you.

Lena takes the two glasses of milk sitting on the table and hands one to Seth and one to Kendra. They each gulp the milk down as quickly as they're able.

LENA (CONT'D)

There you go, take another look.

Lena gestures toward the kitchen window. Kendra and Seth both peer out. Where there had been insects before, hundreds of fairies now populate the gardens.

KENDRA

So the milk...

LENA

You'll need more each day to see
what's out there. Fortunately, we
have plenty.

Lena opens takes the eggs to the stove and removes the bacon from the heat onto a nearby plate. Lena pours the egg into the pan.

KENDRA

So, you and Dale have been here a
long time?

LENA

(chuckling)
We have, but I've been here quite a bit longer. I'd guess I have maybe five hundred years on him, but it's hard to be sure.

Kendra and Seth look like they're about to choke up the milk they recently drank. Kendra regains her composure.

KENDRA
Five hundred years!?

Lena looks out the window, a wistful look on her face. Her eyes start to look a bit misty, but she dries them and turns to look at Kendra and Seth, who still look a bit shell-shocked.

LENA
Perhaps now it's alright that I tell you. You've seen the lake in the woods?

SETH
The park with the gazebos and boathouse? Yeah.

LENA
Did you ever for a moment feel tempted to swim in that lake?

Kendra and Seth look at each other. They both look as though they want to ask each other something, but then:

KENDRA
No, not for a moment. I didn't know then, but now that you mention it, something did feel...off.

Lena nods, as though she'd expected this kind of answer. She reaches up for one of the cupboards and fetches five plates.

LENA
That was probably the aura of the fairy queen. She's got a small monument on the island, but no one's ever seen it. The last person to set foot on that island turned into rose petals. So you didn't feel like swimming there?

Kendra and Seth look taken aback for a minute, and can only shake their heads to say that they hadn't.

LENA (CONT'D)

Good. If you had, my sisters would surely have gotten to you.

SETH & KENDRA

Sisters?

Lena goes to set the table, then removes the eggs from the heat of the stove.

LENA

The naiads. Fifteen of them live in those waters, and I used to be one of them. Living a carefree life on this preserve for centuries before giving up immortality to live a mortal life.

SETH

You gave up living forever? Why?

Lena gives a slight chuckle as she goes to set the plates of food on the table.

LENA

I fell in love. With Patton Burgess, the caretaker before your grandfather took over.

Seth makes a fake gagging, as though disgusted by the idea, but Kendra claps him on the shoulder and glares at him.

KENDRA

Seth! Patton Burgess, that's our great grandfather! If Lena hadn't done what she did, we wouldn't be here!

SETH

I know *that*. Doesn't make it any less stupid though.

Lena ushers the children to the dinning room table and seats them.

LENA

Who's to say what the right choice was? If I could do it again, I'd make the same choice. But that's neither here nor there. Eat before the food gets cold. And please, enjoy the day, things will be a little different once Maddox

arrives for dinner.

Kendra and Seth start tearing into their breakfast as the fairies float lazily past the glass patio door. Lena joins the children at one of the five places set at the table.

INT. KITCHEN/DINING ROOM - LATER

Six places are set at the dining room table. Kendra and Seth sit at one end of the table, Grandpa Stan sits next to Kendra, and Dale sits next to Stan. Lena rushes around the kitchen putting the finishing touches on meals. There's a loud knock at the door.

Lena goes towards the living room, but Grandpa Stan interrupts her:

GRANDPA

Come in! The door's open!

The front door can be heard opening and then slamming shut. Boots clap against the hardwood floor, coming closer. A man, MADDUX FISK, mid-40's, enters the dinning room. He's over six feet tall and cloaked in several layers of animal furs. His curly brown hair springs out in all directions.

GRANDPA

Kendra, Seth, this is Maddox Fisk.

Maddox drapes his furs over the back of one of the empty chairs and bows. Lena brings in the last of the food, mashed potatoes and pork chops, and sits down in the last remaining chair.

MADDUX

A pleasure to make your acquaintance. Fairy specialist, at your service.

Maddox sits in his seat and everyone helps themselves to heaps of food. Seth can't help but stare at Maddox in awe. Whenever Maddox looks his way, Seth quickly turns to look at his food, as though it's the most interesting thing in the world.

Maddox meanwhile is shoveling food into his mouth. He barely uses his utensils, but Grandpa Stan, Lena, and Dale seem to pay his eating habits no mind. He glances over at Seth as he tears away a piece of a pork chop. Still chewing, he asks:

MADDUX

Something I can help you with?

SETH

You study magical creatures?

Maddox swallows his food and gives a slow nod, though frowns as he does so.

MADDOX

You could say. I work with fairies mostly, but yes I study them, I capture them, and I trade them with preserves like this one.

Seth looks absolutely enthralled at this point.

SETH

You can catch them?

MADDOX

Oh of course! They had to get here somehow, didn't they? And it's fairly easy once you know the trick.

Grandpa Stan coughs loudly and mouthing the word "stop" while trying to get Maddox's attention, but failing.

MADDOX (CONT'D)

Oh, and what fun it is. If we have time, perhaps I could show off a few specimens.

GRANDPA

Oh, I'm not sure we do. It's getting late and the kids need to get to bed before we begin our negotiations. You were still interested in a few of the fairies here of course?

Maddox suddenly looks wide-eyed and nods enthusiastically. Lena starts to clear away some of the emptied plates.

MADDOX

Oh yes, some of the sprites and pixies you have here are incredible!

Seth looks ready to protest, but Kendra silences him and starts dragging him towards the doorway leading to the stairway for the attic.

KENDRA

Well, it sure sounds like it's
going to be a busy night. Come on
Seth, let's go get ready for bed.

Maddox arches his brow as Kendra and Seth leave, but looks
back to Grandpa Stan and Dale with a cheerful look as the
kids footsteps disappear.

INT. ATTIC - NIGHT

Kendra comes into the room dressed in her pajamas. Seth
sits on his bed, arms crossed and glaring at Kendra.

SETH

What was that about?

KENDRA

I can see you're already thinking
about it, and you can stop. If I
had waited any longer to get you
out of there, you would have asked
that guy to take you with him!

SETH

And that's wrong because...?

Kendra rolls her eyes and goes to the calendar to mark off
another day.

KENDRA

We're here for another week and a
half and then we go home. You can't
go traveling the world hunting
fairies when we have school to go
back to at the end of the summer!

Seth looks away, sheepishly. Kendra turns off the lights
and flops down onto her bed. Seth lays down and rolls over.

SETH

You think I wouldn't come back in
time?..

KENDRA

I've been with you long enough to
know.

INT. ATTIC - LATE AT NIGHT

Seth is lying in bed, eyes wide open. Coming from

downstairs, we can hear joyous shouting, the tromping of hooves, and fiddle music. Seth tosses and turns. He sees Kendra is asleep and snoring softly. He sighs.

INT. ATTIC - NEXT MORNING

Sunlight streams through the window, sending a soft beam of light in Kendra's eyes. She rolls over and opens them to see Seth sitting up in his bed. His eyes are bloodshot and he looks grumpy.

SETH

You're a deep sleeper. And you snore.

KENDRA

What are you...?

SETH

Apparently "negotiations" involve crazy parties. It didn't stop until four in the morning. And the worst part is every time I tried to go downstairs, Lena was right there at the bottom to tell me to go back to sleep.

Kendra rolls out of bed and goes to the attic door. She turns to Seth, but he's already fallen back onto his pillow and is breathing softly.

KENDRA

Yeah, you stay here.

INT. LIVING ROOM - MOMENTS LATER

Kendra tiptoes down the stairs and sees the entire house in shambles. There's a grandfather clock lying in a pile of splinters and twisted metal. The chess pieces are shattered in millions of tiny pieces.

The front door is busted down and lying out on the front porch. Muddy footprint and hoof-prints lead into the kitchen. A noise of cupboards opening and closing can be heard in the other room.

INT. KITCHEN/DINING ROOM - CONTINUOUS

Kendra enters the kitchen and dining room to see shards of glass where the patio door had been. The table is hardly

recognizable anymore, as are the chairs. Plates lie on the floor in various states of destruction. Some of the cupboards are smashed open, and Lena is looking through the ones still intact, pulling out boxes, jars, and Tupperware.

KENDRA

What happened here?

Lena turns towards Kendra and stands, brushing dust and debris off her skirt as she does.

LENA

The negotiations went well.

KENDRA

Everything's destroyed!

LENA

Exactly! And now the brownies will put it all back together before nightfall.

KENDRA

Brownies?

Lena brings Kendra towards the stockpile of ingredients she'd placed on the cracked counter top. Along with the various containers are dozens of pictures of the interior of the house, all from different angles.

LENA

Brownies live to fix things. They stop by the house often, usually when nobody is around or awake and they fix what's broken. Everything will be like new tomorrow morning. Best of all, if you leave out ingredients for them, they'll make something delicious.

Kendra looks like she has a million questions, but she refrains, asking only one:

KENDRA

Where's Grandpa?

LENA

Last I checked, he was lying on one of the pool chairs.

Lena points toward the broken door leading to the backyard and goes back to gathering ingredients.

INT. ATTIC - MORNING

Seth snaps one eye open and sees Kendra's bed empty. He smiles to himself and leaps out of bed. He goes under his bed and pulls out his adventure kit. He slinks towards the door and tiptoes downstairs.

EXT. BACKYARD - MORNING

Kendra goes out to the patio and sees Grandpa Stan lying down on a pool chair. One arm lies down to touch the stone floor. The other arm is resting on his chest, partially covering an envelope.

Kendra looks back to the kitchen, then back to Grandpa Stan. She carefully pulls the envelope out from under Grandpa Stan's arm and sees that it has already been opened. She slides out the letter within.

The letter reads: "Society activity is increasing. Fablehaven could be next. Be Careful. Sincerely, S". As Kendra finishes reading, Grandpa Stan stirs in his sleep. Kendra quickly puts the letter back in the envelope and puts it on the table next to the chair.

Grandpa Stan's eyes flutter open and he looks at Kendra.

GRANDPA

Ah, morning Kendra. I hope last night's festivities weren't too loud for you and your brother.

KENDRA

Let's...uh get you inside.

Kendra laughs and helps Grandpa Stan stand up. She starts to lead him into the house.

INT. KITCHEN/DINING ROOM - MORNING

Seth enters the kitchen and sees Grandpa Stan sitting on the floor where a chair once would have been. He has a coffee cup with a chip missing from the rim. It appears as though Grandpa Stan hasn't noticed Seth and Lena is nowhere to be seen.

Seth tiptoes towards a cupboard and opens it to find an empty jar and he takes it. Looking through the window, Seth sees Kendra lying down and reading by the birdbath near the garden. He also sees the hand mirror lying on a table by the pool next to the envelope.

Seth takes some milk from the refrigerator and drinks it before heading out the back door with his adventure kit and a large glass jam jar.

EXT. BACKYARD - MORNING

Seth sits in a corner of the yard. He has the glass jar sitting on top of the hand mirror. Dozens of fairies glide lazily around the open jar. Some land within the jar, and as they do, Seth charges, lid in hand, and tries to catch the fairies in the jar. As the lid goes on, Seth sees that it is completely empty.

KENDRA (O.S.)

I don't know why I was worried.
You'll never catch one like that.
Fairy hunting just isn't in your
future.

Kendra comes over towards Seth, book in hand, and looks at his wasted efforts.

SETH

That's what you think.

KENDRA

No, that's what I know. I'll be
inside if you decide to do anything
more useful with your time.

Kendra walks off towards the house. Seth unscrews the lid from the jar and goes off again. With Seth gone, fairies return to the jar. Once some fairies have entered, Seth charges once again.

INT. ATTIC - NIGHT

Kendra and Seth are lying in their beds. Kendra snores softly, and Seth opens his eyes slightly. He peels back the covers and sneaks out of bed to grab his adventure kit.

Seth opens the lid and sees the jar, a little FAIRY with a yellow dress, blond hair, and dark eyes looks frightened inside the small container. Her tiny fists pound against the glass.

SETH

It's okay, little one. I'll make
sure you're taken care of. Just
checking on you one last time
before bed. I'll see you in the

morning.

As Seth starts to close the lid of his adventure kit, the fairy pounds on the glass with greater desperation. But Seth closes the lid and slides the cereal box back under the bed.

INT. ATTIC - NEXT MORNING

Seth wakes up and sees that Kendra is already out of bed. He yawns and leaps out of bed to fetch his adventure kit from under the bed. Opening the lid of the cereal box reveals a...

...tarantula sitting in the glass jar. It lunges against the glass as though trying to pounce at Seth. Seth tumbles backwards.

SETH

Not what I would have expected, but
lets see you with some milk.

INT. ATTIC - LATER

Seth returns to the attic with a glass of milk and takes a sip. As he kneels down to his adventure kit, he sees a small, hairless creature the same size as the fairy, though it's hunched over. Its bat-like ears twitch and it glares at Seth while giving him a toothy grin.

SETH

Um...okay. Maybe some milk for you?

INT. BATHROOM - MORNING

Seth opens the lid of the jar and tries to pour some milk into the container. Before the milk can even splash against the floor of the container, the creature leaps from the open jar and disappears down the sink.

Seth stares at the jar in confusion. He screws the lid back on, looks around, throws the jar in the trash by the toilet, and leaves the bathroom in a rush.

EXT. BACKYARD - AFTERNOON

Seth's head breaks out of the pool water and he swims to the wall, boosting himself out of the water. As he dries himself off, Seth hears the beating of hundreds of wings

like a roaring engine. In the distance, it appears as though a dense cloud is approaching quickly.

Hundreds of fairies fly at Seth, all looking angry and chattering wildly in an unfamiliar language. The dense cloud is speckled with all colors from red to violet and everything in between.

Some of the fairies have the traits of beetles, others look like butterflies, there are ones that look like bees, and some that have the distinct wings and tails of dragonflies. They're all intermingled and there's no clear order to the enraged swarm.

They fly straight towards Seth.

Seth screams and leaps for the pool. As he does so, bolts of energy fly from the fairies and strike Seth in midair.

The fairies hover around the pool as Seth rises from the pool water. He looks deformed, almost walrus-like. The fairies remain for a few seconds before dispersing, but one ELEGANT FAIRY remains.

The fairy that stays by the pool is darkly tanned and has silky butterfly wings of a light green color. Her long black hair dips down to her hips.

Dale, Grandpa Stan, Lena, and Kendra bolt out of the back door.

GRANDPA

Seth! Seth! Where are...

Grandpa Stan sees Seth as he is now, floating in the pool. His legs are fused into a flipper that flails around uselessly. A spurt of water bursts out of a blow-hole on his back.

GRANDPA (CONT'D)

What happened!?

The remaining fairy drifts towards the group and starts to speak to grandpa Stan in a chirpy voice, speaking the same unfamiliar language as before.

GRANDPA (CONT'D)

He did what!?

The fairy chirps away again.

GRANDPA (CONT'D)

Okay, but he didn't know!

The fairy shakes her head angrily and says a few more chirped words.

GRANDPA (CONT'D)

Is there anything you can...

The fairy flies away, ending the conversation without another word.

Grandpa Stan turns towards the rest of the group, his expression tense and frustrated.

GRANDPA (CONT'D)

Your fool brother really did it.

KENDRA

Did what?

LENA

He caught a fairy.

GRANDPA

An turned it into an imp. An accident, but a serious one.

KENDRA

An imp?

DALE

Fallen fairies. Nasty creatures.

KENDRA

Well, what do we do!? Mom and dad can't see Seth as a walrus! We've got a week before they get back. Can Maddox fix him?

Grandpa Stan looks away as if deep in thought. When he turns back, he has his arms folded over his chest and his eyebrows creased.

GRANDPA

No, he's long gone, and no magician. There's only one thing to do. Our only hope is to meet with Muriel Taggart.

EXT. WOODS - AFTERNOON

Grandpa Stan, Dale, and Kendra work their way through the darkened woods. Dale is pushing a large wheelbarrow, which is holding the deformed monstrosity that is Seth.

A faint red light of the setting sun filters down through the leaves above, but the whole forest has an overwhelmingly silent and eerie aura to it. Grandpa Stan picks up his pace, and everyone follows his lead. He and Dale look worried, but Kendra only seems concerned with her brother..

Somewhere in the distance, a crow caws. The wheelbarrow goes over a slight bump in the dirt path, a pyramid of small pebbles, causing Seth to bounce in the wheelbarrow. He lets out a pained, inhuman moan.

DALE

Sorry, Seth. Don't worry, we're almost there.

As they continue along the path, a small shack appears, the ivy covered home of the witch, Muriel Taggert. Dale pushes the wheelbarrow to the threshold, flanked by Grandpa Stan and Kendra. They all lift Seth together and carry him into the shack.

INT. MURIEL'S SHACK - CONTINUOUS

Muriel is sitting on her tree stump, gnawing at the knotted rope tied to her ankle and wrapped around the base of the stump. Her back is turned to the group, but she perks up as they set Seth down.

MURIEL

My, my. The Stan Sorenson visiting my humble abode. Tell me what brings you all here today?

She turns and her eyes go wild with glee as she sees the walrus-human hybrid lying on her dirt floor.

MURIEL (CONT'D)

By my stars! I had heard the whispers but didn't dare believe until I saw with my own eyes. The little brat got what was coming to him!

Kendra's eyes spark in defiance and she stands between Seth and Muriel.

KENDRA

You're the witch my brother had told me about? You're real?

Muriel laughs and hurls the rope at the ground.

MURIEL

As real as those flowery pajamas
you wear to bed! And you should
know that telescopes are looking
for the stars and not for spying on
the trees.

Kendra backs down, her face a brilliant red. Grandpa Stan places a reassuring hand on her shoulder and steps towards Muriel.

GRANDPA

So you've met Seth before? The boy
has more explaining to do than I'd
thought, but that's neither here
nor there. You're the only one in
Fablehaven capable of undoing all
the curses the fairies laid. Will
you help us?

Muriel cackles, coughing as she does. She bends down to pick up the rope and hands it to Grandpa Stan. He appears to weigh the rope in his hands as he looks at the two knots.

MURIEL

Oh, I can help. But are you willing
to pay the toll?

Grandpa Stan looks surprisingly uneasy, and he goes to hand the rope back to Muriel, but she holds up her hands, stopping him from doing so.

MURIEL (CONT'D)

Don't even try coming up with a
different deal. I know you, and you
know me. Undo one of the knots, or
the boy remains as he is.

Grandpa looks defeated as he brings one of the knots close to his lips. He blows gently on the rope and says:

GRANDPA

Of my own free will I sever this
knot.

The rope seems to flicker and as it does, one of the knots disappears. Muriel cackles again as she holds her arms out in front of her, fingers splayed. She appears in deep concentration. A bolt of shadowy magical energy flies from her fingertips to Seth lying on the ground before her and in an instant he is back to the way he was before.

MURIEL

Welcome back deary, long time no see.

Grandpa Stan places a protective arm in front of Seth and he motions for the children to leave the shack. Grandpa Stan and Dale follow them out as Grandpa Stan says to Muriel:

GRANDPA

You have our thanks for this, but do not expect to get free so easily. As long as I draw breath, that last knot will stay as it always has.

As Grandpa Stan, Kendra, Seth, and Dale head back into the WOODS

Muriel lets out one last cackle that echoes through the trees.

The ivy shack disappears into the distance as the four retrace their steps.

KENDRA

What was up with her? How did she know about-

GRANDPA

Don't worry about what she pretends to know. She has ways of making herself sound like she can see everything, but she's full of hot air.

DALE

And still one of the most dangerous things on this preserve.

GRANDPA

Which is why none of us shall ever see her again. Thirteen knots bound her here, and only one remains. If we ever need the help of magic again we'll need to look in other places.

Seth and Kendra look at each other, heads cocked to the side as they listen. But Grandpa Stan says no more on the subject as the group makes its way through the ever darkening woods.

DISSOLVE TO:

EXT. PUMPKIN PATCH - EARLY MORNING

Seth and Dale are in the middle of a pumpkin patch in a clearing surrounded by the woods. The sun is just starting to rise over the treetops. Pumpkins lie scattered across the hilly field. Behind Seth and Dale is a large cart on a dirt path leading into the woods.

SETH

You're saying we need all of these pumpkins by tonight?

DALE

Yep.

SETH

Just the two of us?

Dale snorts as he laughs. He doesn't look at Seth at all, gazing into the distant hills instead.

DALE

Heavens, no. That would never work. We're going to have some help.

The earth starts to shake as something large approaches. Seth looks nervous, but excited. Dale claps Seth on the back and points in the direction he's been looking.

DALE (CONT'D)

You ready to see something cool?

Before Seth can answer, a hulking creature, HUGO, walks clumsily over the hill. The behemoth appears to be made out of stones of all sizes and large clumps of dirt. The creature looks vaguely humanoid as it stands on two legs, but with a stature more in line with a gorilla.

As the creature gets closer, Seth sees it has a crude looking, stoic, face carved on a stone meant to be the creature's head. Piled in the creatures massive hands are dozens of pumpkins. The creature walks past Dale and Seth to place the gathered pumpkins in the wagon.

SETH

What. Is. That!

DALE

This, my friend, is Hugo. Say hello Hugo.

Hugo turns from the cart towards Seth and Dale. He lifts one of his massive hands awkwardly and starts to wave in their general direction. Seth and Dale stop working and head towards the creature.

DALE (CONT'D)

He's a golem.

SETH

Like the guy from Lord of the Rings?

DALE

No, golems are inanimate objects brought to life by powerful magic. There aren't many of 'em left, and those that are still around are mostly used for labor purposes.

SETH

Sure seems like he makes things easier.

DALE

Sure does. We'll be done in less than an hour. Then Kendra and Lena will be joining us for the hard work. Okay, Hugo, gather the pumpkins.

Hugo walks off to gather more pumpkins as Dale and Seth kneel down to start working on removing the pumpkins around them from their vines.

EXT. GREENHOUSE - MORNING

Kendra and Lena walk out of the greenhouse, each carrying two pumpkins. The greenhouse is in the woods, but the trees are more sparse and the area is much better lit. Kendra and Lena sit at a picnic table nearby and set the pumpkins down by some carving implements.

Next to the table are about a dozen jack-o-lanterns, some with goofy faces and others with more sinister looks.

Lena cuts off the top of the two pumpkins at the table and Kendra starts to scoop out the seeds.

KENDRA

What are we making jack-o-lanterns for in the middle of June?

Lena starts to help Kendra clear the pumpkins of seeds, and she has a far off look in her eyes.

LENA

Today's a...special day. Don't worry, Stan will explain the important bits later, but we're going to need about four hundred by tonight.

Kendra's eyes bulge and she wipes a few drops of sweat off her brow. She starts to carve a face into the pumpkin she's working on.

KENDRA

Seth and Dale better get here soon then.

Suddenly the ground starts to shake and the pumpkins tremble on the picnic table. Some birds fly overhead, as though frightened by something approaching.

LENA

That'll be them.

Before Kendra can say anything, Hugo bursts out of the trees along the path running past the greenhouse. Hugo is pulling the massive cart behind him with Seth, Dale, and hundreds of pumpkins sitting in the back.

Hugo stops the cart just in front of Kendra and Lena, and Seth and Dale leap out from the back of the cart.

SETH

Kendra! Look what I found! His name's Hugo and he's a golem!

Kendra just looks dumbfounded as she stares at Hugo's hulking form. Hugo stands stock still on the path.

KENDRA

Is that thing safe?

DALE

'Course he's safe. Only takes orders from us. You can give it a try if you want.

KENDRA

I don't think that's such a good idea.

DALE

Oh, can't hurt nothing! Hugo, you've met Seth, and this is his sister Kendra. Follow Seth's next order.

Dale stands aside and Hugo faces Seth, but shows no other sign of comprehension. Seth grabs a pumpkin from the cart and holds it out to Hugo.

SETH

Take this and throw it as far as you can.

Hugo takes the pumpkin in the palm of his earthen hand and winds up. With a great amount of force, Hugo hurls the pumpkin deep into the forest and the orange speck disappears as it flies further and further away.

SETH

That was incredible! Do another one!

Hugo stands still as a board, not showing any sign that he's heard nor that he has any intention of doing as Seth says.

LENA

Not so fast, we need these for tonight. It's vital for what's going to happen tonight.

DALE

She's right. Enough fun and games everyone, grab a pumpkin and get to carving. Hugo, go to work.

Kendra, Seth, Lena, and Dale sit at the picnic table and set to work moving pumpkins to the table, cutting off the tops, scooping out the seeds, and carving the faces in an assembly line fashion as Hugo rushes off into the woods.

EXT. FRONT LAWN - LATE AFTERNOON

Lena, Dale, Kendra, Seth, and Grandpa Stan finish arranging the jack-o-lanterns along the porch in two rows that block all entrance to the porch, keeping all within from leaving and anything outside from reaching the door.

Other lanterns go around the lawn to the backyard in a massive circle.

Some more lanterns are up on the roof resting near the

gutters.

Inside each of the lanterns is a candle the burns a different color, reds, blues, greens, indigos, and more.

With the last lantern in place, everyone heads inside the house.

INT. LIVING ROOM - DUSK

Grandpa Stan sits in a reclining chair, while Dale leans against the wall by the front door and Lena sits on the floor with her back leaning against the wall. At a gesture from Grandpa Stan, Kendra and Seth sit down in the chairs by the chess set and turn them to face Grandpa Stan.

GRANDPA

Now I'm sure you two are wondering why I put you through all this work. Do either of you know what today is?

Kendra and Seth look at each other and then back to their Grandpa.

SETH

Your birthday?

Grandpa Stan chuckles and rocks forward in his chair. He rests his elbows on his knees as he leans towards Kendra and Seth.

GRANDPA

Not quite. Today is Midsummer's Eve.

KENDRA

And...What's so special about that?

Dale turns up the lights in the living room to make the scene less grim.

GRANDPA

This preserve operates on a very strict set of rules.

DALE

Those rules were set forth by a treaty long ago.

Grandpa Stan goes to the window overlooking the couch and closes the curtains, cutting off the flickering lights of the lanterns outside.

GRANDPA

And one of the rules set forth by the treaty is that no magical creature can leave its territory.

DALE

Except on four nights out of the year.

KENDRA

And I'm guessing the Midsummer's Eve is one of those nights?

GRANDPA

Precisely. Tonight, all of the creatures on this preserve will be free to run anywhere but inside this house, unless we invite them in.

Dale goes to the front door and turns the lock.

DALE

Which you do not want to do. You aren't even going to want to see some of the creatures that normally hide in the darkest nightmares.

Kendra looks at Seth and he looks like he's listening intently, calculating. Kendra looks visibly nervous.

SETH

How bad can they be?

DALE

Seth, I want you to imagine the darkest thing you can think of. Then try to comprehend something a thousand times worse. I asked the same thing once, and I'm never going to look outside these windows on a night like this again.

SETH

You all always say that, but you forget what it's like to be curious.

Kendra glares at her brother.

KENDRA

Yeah, you're curiosity was a great help with the fairies.

Grandpa Stan raises a hand to calm Kendra down.

GRANDPA

I think I speak for everyone who's ever looked when I say we would take that over what we know now. And with that said, I have two simple rules, and this night will pass without a hitch.

Seth slouches back in his seat.

SETH

Okay, sure. Whatever.

GRANDPA

First, obviously, no looking outside. And second, stay in the attic. It's the safest place on the entire preserve, and as long as the door and window remain closed, nothing will be able to enter that room. Understood?

Kendra glares at her brother, who looks as though he has something he wants to say.

KENDRA

Yes, we understand.

GRANDPA

Good, now, get up to the attic. The festivities start at sunset, and you're not going to want to fall asleep to the noises you'll hear tonight.

The adults stand, followed by Kendra and Seth, who go up to the

ATTIC

accompanied by Grandpa Stan. As they go through the door, they see that the beds have been surrounded by a circle of salt. Two pumpkins stand guard by the window. Grandpa Stan crosses the room and draws the curtains shut just as the sun starts to go down below the tree line.

GRANDPA

No matter what you hear, stay in bed and the night will pass without problems. The salt is just a precaution, and these are to help

you sleep.

Grandpa Stan pulls two sets of ear plugs from his shirt pocket and hands one to each of Seth and Kendra. He goes to the door and withdraws downstairs, leaving Kendra and Seth alone. As they climb into bed, an earsplitting shriek, like a banshee mixed with a dying animal, echoes outside.

INT. ATTIC BEDROOM - LATER

Kendra and Seth tense in their beds as another shriek breaks the silence of the night. Seth turns in his bed to face both Kendra and the curtain covering the attic window.

SETH

Don't you wonder what's out there making those sounds?

Kendra rolls over and pulls out her earplugs.

KENDRA

What did you say?

SETH

You're actually using yours? And I said, don't you wonder what's out there?

Kendra stares at the ceiling, a look of both exhaustion and annoyance crosses her.

KENDRA

Yes and no, put yours in or you'll never fall asleep like this.

SETH

You'll never fall asleep even with them.

Kendra offers no response, instead she just rolls over to face the window as well. Soft footsteps slink across the wooden floor of the attic as Seth approaches the window, his footfalls are easily overshadowed by loud clacking footsteps clicking against the roof.

SETH

Maybe you don't wonder what's out there, but I do.

KENDRA

What are you- Hey no! Get away from there.

Kendra sees Seth standing near the curtains, ready to throw them open at any given moment. Kendra leaps off the bed and tries to tackle Seth to the ground, but Seth pushes her off and she falls to the floor.

Seth opens the curtains. He looks around the yard, but doesn't appear to show signs that he's seen anything out of the ordinary. Then his eyes bulge out. He stammers, as though trying to find words.

KENDRA

What, Seth?! What is it?! Was it worth it?!

SETH

There's a baby on the roof!

Kendra rolls her eyes, but then she hears the earsplitting scream of a crying baby. She jumps to her feet and sees that Seth is right, there does appear to be a baby outside the window. It's lying between two jack-o-lanterns.

The baby looks at Seth and Kendra with giant blue eyes. Suddenly he starts to cry and his face grows beet red. He struggles against the blanket keeping him wrapped up like a burrito.

KENDRA

That doesn't make any sense! Seth, why would there be a baby on the roof?

We hear the harsh clicking of feet against the roof tiles again. Goldilocks clucks softly in her cage. Seth goes to open the window, but Kendra pulls his hands away from the latch.

SETH

There's something else out there. That baby's bait! Kendra, we have to do something!

Kendra tries to pull the curtains back over the window, but Seth fights her to keep the curtains where they are.

KENDRA

What if it's a trick? Where would whatever's up there find a baby?

SETH

I don't know! But it looks real!

Before Kendra can do anything, Seth opens the window and

tries to pull the baby into the room by reaching for the blanket. Before he can, though, the baby vaults into the attic and lands on the floor, now looking much like a wrinkled, warty goblin.

Claws scrap against the roof tiles and a large wolf bolts into the room, flying past Kendra and knocking Seth to the ground. Kendra reaches over and slams the window shut, just before an ethereal woman in a jet black cloak can drift into the room. Her pale face looks like a crestfallen new full moon as she drifts through the air away from the window.

The goblin and wolf, oblivious to Kendra, charge at Seth. He tumbles backwards, past the line of salt surrounding the two beds. As the goblin and wolf leap through the air, they stop at the line of salt, as though an invisible wall has blocked their path. They stagger back.

SETH

Kendra! Get over here!

Kendra rushes towards the bed as fast as she can. She dives over the circle of salt and onto her bed. As she crosses the boundary, the wolf's fangs catch nothing but air, missing Kendra's feet by mere centimeters. Goldilocks crows in her cage, a horrible sound that screams of death and despair. The wolf and goblin turn their attention to the cage.

Before the pair can reach the cage, Seth picks up a handful of salt and hurls it at the creatures. They react as though shocked by lightning and recoil away towards the corner of the room.

Then the door to the attic is thrown open and Dale stands at the threshold. He's carrying what looks like a double barrel shotgun and aims it at the wolf.

DALE

You kids stay there! The house is compromised. Don't trust anything until morning.

Dale turns and flees the room, going down the stairs with the wolf and goblin right behind him. With the threats gone, Kendra rushes to the door and slams it shut.

Kendra looks over to Goldilock's cage to see the chicken squawking angrily and flailing about. Feathers and chicken feed fly everywhere.

Kendra carefully drags the chicken cage into the circle of

salt, making sure not to break the line.

Below, Kendra and Seth can hear shouts from Grandpa Stan, Dale, and Lena. Seth is sitting on the bed, his knees up to his chin and his arms wrapped around his legs. He's trying to cry as quietly as possible, though Kendra still seems to notice.

Kendra slips out of bed and sits on the side of Seth's bed. She wraps an arm around his shoulder.

KENDRA

It's okay, they've been here a long time. They can handle this.

SETH

They've probably never had someone stupid enough to fall for that.

Kendra lifts Seth's head and dries his tears. She hugs him tighter.

KENDRA

If you hadn't done it, I probably wouldn't have lasted much longer.

SETH

Really?

KENDRA

It was a pretty convincing trick.

Seth wipes the rest of his tears from his eyes and lumps down into bed.

A burst of shotgun fire startles them from their positions and then everything is silent.

There's not a single noise from the main floor, no more gunfire, even the noises outside seem to have ceased.

SETH

Do you think it's over?

KENDRA

It's only been two or three hours. Grandpa said this would go all night.

Seth gulps in air and looks towards Goldilocks. She seems to have calmed down now that nothing is trying to eat her. Footsteps come pounding up the stairs outside the attic door. When they stop, a knock comes at the door.

GRANDPA (O.S.)

(Strange)

Hey kiddos, it's okay! The sun came up and those nasty little creatures left. You can come out now and give your Grandpa a big hug.

No light comes from under or around the curtain around the window. Seth buries his head in Kendra's shoulder and Kendra reaches over to the bedside table and grabs a book to throw at the door. It slams against the door with a heavy bang.

KENDRA

(Taunting)

Then how come it still looks dark outside?

GRANDPA (O.S.)

Maybe they were smart little tricksters and put something up to block the light?

KENDRA

That makes no sense, wouldn't they want us to think it's morning?

More pounding comes at the door, threatening to break it off its hinges. Whoever, or whatever, is on the other side has broken into senseless, unintelligible babbling.

KENDRA

Okay, you can calm down now, we aren't coming out.

A crashing sound comes from behind the door as though someone's tumbled down the stairway.

SETH

Kendra?

KENDRA

What's it mean if that thing tried to get us to come out and not Grandpa, Dale, or Lena?

Kendra shakes her head and brushes Seth's hair around on his head. Seth closes his eyes, more tears dripping down his face.

INT. ATTIC BEDROOM - MORNING

Sunlight filters down under the window curtains, projecting a short beam of sunlight down on the ground. Kendra and Seth are tangled up in a mess of blankets.

Kendra's eyes snap open and she jostles Seth awake. Seth and Kendra creep towards the window and open the curtains.

They look around the backyard, seeing large bird-like footprints everywhere. The bird bath is split in half, and the pool is filled with a thick, oozing black sludge.

Then their eyes fall upon a stone statue next to the pool that had never been there before. It's too far to tell what the statue is of, but it appears vaguely humanoid.

INT. GRAND HALLWAY - MORNING

The hallway is in a state of ruins. Wood is cracked to splinters and the door has a gaping hole through it. Off to the side, in the

LIVING ROOM

things look even worse than they did when Maddox came to visit. Finally, in the

KITCHEN

Seth and Kendra can be seen through the sliding glass door. They're heading towards the stone statue. A pair of drinking glasses each hold the white residue of milk.

EXT. BACKYARD - MORNING

Seth and Kendra arrive at the statue, which looks to be in great condition compared to the rest of the yard. They see now that it appears to be a perfect replica of Dale, almost as though he'd been petrified. All around the statue are tracks that look like a chicken's feet, though each print is about as long as the children are tall.

SETH

Dale...

KENDRA

Maybe Grandpa and Lena can help him?

SETH

We didn't see them anywhere! This is all my fault. They're probably

dead because of me.

Kendra shakes her head and holds Seth by the shoulders. They look square into each others eyes for a few moments.

KENDRA

We can't believe that, not until we know for sure. Come on, you're the adventurer. You're better at this than I am, what do we do?

Seth wipes away the tears that had formed and sniffles a little. Then he tries to put on a brave face for Kendra.

SETH

Maybe if we follow these tracks?

Seth points to the tracks left by the giant chicken creature.

SETH (CONT'D)

They might lead us to whatever took Grandpa.

Kendra looks uneasy, but nods in agreement.

EXT. THE WOODS - MIDDAY

Kendra and Seth track the footprints through the woods, the sky is heavily obscured by leaves, but some light still filters down through the canopy. The tracks follow the dirt path that cuts neatly through the woods.

The two children reach a branch in the path that we've never seen before. One path leads clearly to the right and another going to the left. The tracks, however, lead off directly ahead. They cut a path through the thick of the woods, and the trees bow out as though something large crashed through them.

KENDRA

I think I'm getting second thoughts.

SETH

But what if this thing has Grandpa and Lena?

Kendra stops at the fork, seeming deep in thought. Then she smiles at Seth, though not entirely convincingly, and nods. They follow the rough path through the forest.

EXT. MIDDLE OF THE WOODS - LATER

The trees lean in, throwing menacing shadows over the children as they proceed along the makeshift path. Wind rustles the leaves and it sounds as though the forest is whispering.

Then, in an instant, the whispers become rowdy and energetic shouts as two satyrs, NEWEL and DOREN, bolt through the trees coming from the opposite direction. Their goat hooves clop against the dirt, kicking up dust.

The satyrs and the children try to move aside to avoid a crash, but in doing so they crash anyway. They all collapse to the ground. Newel gets a bunch of twigs and pebbles stuck in his curly russet beard and chest hair. They appear to be in their mid-twenties.

NEWEL

(Scottish sounding)

What do you all think you're doing here?

Newel and Doren leap to their feet and help lift the children to their feet.

DOREN

(Sounds British)

This isn't a place for children.
Hurry off, She's coming!

Newel and Doren rush off back towards the fork in the road. A loud roar comes from the direction Newel and Doren ran in from. Kendra and Seth look towards the source before rushing after the satyrs.

SETH

(While running)

She?

NEWEL

Aye, that's what he said.

DOREN

Nasty piece of work She is too. You think ogres are bad, wait until you meet the missus.

The sound of a tree trunk cracking resounds through the forest, followed by thundering footsteps fast approaching.

Newel points out a small cave, barely two feet from ground to ceiling, just beyond the trees lining the path cut

through the woods. He leads the charge through the woods and the two satyrs and two children slide into the cave like it's home base.

Not a moment after the four of them take cover, a giant ogress, SHE, crashes through the trees. She's over seven feet tall, and has ashen gray skin. We see her toes and nothing else above her ankles. Her nails are caked in moss and crusted over.

Newel and Doren look to Seth and Kendra and motion for them to remain silent.

SHE

Where you goat men go? You steal
soup again, you pay this time.

It sounds as though She is smelling the air, a harsh sniffing that sounds like a maniacal vacuum. She steps really close to the cavern opening, Kendra and Seth appear to fight the urge to vomit.

SHE (CONT'D)

She smells man flesh? You helping
goat mens? You pay price too.

Newel and Doren, continue signaling for silence. Kendra and Seth share a concerned look, but then a noise echos from deeper within the forest. She tromps off in the direction of the noise, leaving Newel, Doren, Kendra, and Seth to crawl out of the cave. They keep low, then Newel and Doren relax, and Kendra and Seth follow suit.

NEWEL

Well, that was a close shave,
wasn't it? What're the two of you
doing out here anyway?

KENDRA

We're uh, we're looking for our
grandpa.

SETH

Stan Sorenson.

Newel and Doren look at each other, then at the kids, then back to each other, and finally back at the kids. Their eyes are shifty and suspicious.

NEWEL

You're Stan's kids?

KENDRA

Grandkids.

DOREN

Right, right. And he's missing?
Newel, do you think--

NEWEL

Yeah, I had the same idea.

SETH

What?

NEWEL

Nothing. Look, we'd love to help
you, but we're busy. Unless you
have any batteries?

KENDRA

Batteries?

Newel and Doren look to each other and drop to their goat
knees. They start to act dramatic and look like they're
praising the sky. They make a show of bowing and groveling
at the childrens' feet.

NEWEL

Yes, batteries! Their energy-giving
qualities make them like little
gods to us.

DOREN

We need them to worship, or our
lives will never be complete!

SETH

Right, yeah. What's the real
reason?

Newel and Doren immediately drop the act and take on a more
business-like position.

NEWEL

Okay, you caught us. We've got a TV
and it runs on batteries.

DOREN

Problem is, Stan doesn't keep us
supplied. We're missing hours of
shows!

NEWEL

If you ever come back to us, I'm
assuming you'll have found Stan by

then, but instead of information we
can pay you in gold!

Seth looks like he could have dollar signs for pupils, but
Kendra starts to pull him away, back towards the path.

KENDRA

Well, thanks for nothing then.

DOREN

Cold.

NEWEL

It's nothing against you, we just
can't fit a rescue mission into our
busy schedule!

Kendra and Seth, being dragged away by Kendra, set off on
the path back towards the house.

SETH

Shouldn't we check out the tracks
still?

KENDRA

They came from that direction, it
doesn't sound like they've seen
him. Besides, I'd rather not run
into an ogre's home.

SETH

So what do we do?

Kendra shakes her head, but tries to maintain a calm and
relaxed expression, not entirely successfully.

KENDRA

Maybe we didn't check the house
thoroughly enough? Maybe we can
find something that'll help us
survive out here.

SETH

Maybe.

INT. KITCHEN - LATE AFTERNOON

Kendra and Seth enter through the sliding glass doors, they
look exhausted, and Seth in particular looks fit to
collapse.

KENDRA

Okay, let's split up and see what we can find.

QUICK FLASHES - SEARCHING

-- Kendra searches the pantry. She finds most of the boxes of food destroyed, but she's able to salvage some boxes of mashed potatoes and some instant rice.

-- Seth shuffles around in the living room. He looks behind on of the couches and finds nothing.

-- Kendra goes down a set of stairs set into the wall next to the refrigerator. At the bottom is an iron door. Kendra goes to open the door, but a chorus of inhuman shrieks stops her and she quickly backtracks up the stairs.

-- Seth lies down on the floor of the living room staring at the ceiling with a puzzled look on his face.

-- Kendra checks the master bedroom and finds a locked safe. She searches around, but finds nothing that indicates a combination.

-- Seth stares at the painting of a meadow at the bottom of the stairs leading to the attic.

BACK TO SCENE

INT. ATTIC BEDROOM - NIGHT

Kendra and Seth enter the attic, looking worse for wear. They collapse on their beds, staring up at the ceiling. Goldilocks is clucking softly in the corner, pecking at her food almost like it's an afterthought.

SETH

Well that was great! We searched the entire house and found nothing.

KENDRA

We found food at least.

SETH

Yeah, boxed mashed potatoes will really help us find Grandpa and Lena.

KENDRA

Hey, maybe tomorrow we can check the barn? Maybe there'll be something there?

SETH

We're alone! And they aren't coming back! And we can't do anything here on our own! It's over, I screwed everything up this time.

Seth silently swings off the bed, he looks grumpy and exhausted, but he goes to Goldilocks' cage, but stops short.

SETH

Kendra, look at this.

Kendra comes over to the cage to see what Seth is talking about. There, on the floor of the chicken's cage and spelled out in corn kernels are the letters "I A-M G-R-A-M-A".

KENDRA

Did you do that?

SETH

Did you?

Seth kneels down to the first level of the cage and softly says:

SETH

Um...Are you...?

Goldilocks clucks softly and continues pushing kernels of feed around to make the letters "R-U-T-H".

SETH

Are you seeing this? Grandma Ruth?

KENDRA

We aren't really talking to a chicken, are we?

SETH

Hey, Goldilocks, if you're really Grandma, give us one more cluck. If you're not, cluck twice.

Goldilocks clucks again. Then she falls silent.

SETH

Um, okay. How did you get like this?

KENDRA

Maybe it's like when you got

attacked by the fairies?

SETH

Do you think the witch could turn her back! Maybe she could help us!

KENDRA

Maybe, but Muriel only has one of those knots left. She'll be free and then what'll she do?

SETH

Okay, yeah. Goldilocks, two clucks if we should have Muriel turn you back, one if we shouldn't.

Goldilocks clucks twice quickly. Then, once again, she falls silent.

KENDRA

This seems like a horrible plan.

SETH

But it's the only one we've got.

KENDRA

Get some sleep. We'll leave in the morning, I guess.

EXT. THE WOODS - MIDDAY

Kendra and Seth follow the path that cuts through the woods. They pass the same stone pyramid that Seth had set up on his first trip.

Seth holds Goldilocks in his arms, bundled up in a soft towel. She's calm, cooing softly as they proceed. In Kendra's arms is a box full of things from the house: shampoo, food, water bottles, hairbrushes, batteries, etc. Then the children see the small, ivy-cloaked shack. They enter

MURIEL'S SHACK

And see her sitting on the tree stump as usual. Instead of gnawing on her rope, however, she is messing around with her wooden puppet by bending its arms and legs around. Then she turns to greet the children.

MURIEL

Ah, welcome back. And you're not a deformed walrus this time.

Muriel looks at the chicken and starts to cackle, setting her puppet down to hold her sides from the effort.

MURIEL (CONT'D)

Oh, but Ruth, this is a new look for you. Let me guess, you need my help?

KENDRA

Yes, and we brought some things you might like if you'll help us.

Kendra steps forward and sets the box at Muriel's feet. Muriel doesn't even look at the assortment of goods, her eyes narrow at the children. She picks up the rope.

MURIEL

I'd have thought you'd know from last time. This knot needs untying, and then I can get your chicken back the way she was.

Kendra nods, though unhappy, and takes the box back to Seth. She walks back to Muriel and takes the rope from her hands. Muriel grins and waits for Kendra to do her part.

KENDRA

Of my own free will...

Kendra looks back to Goldilocks resting in Seth's hands. She closes her eyes and continues.

KENDRA (CONT'D)

...I sever this knot.

The knot comes undone in Kendra's hands and Muriel laughs as she extends her palms towards Seth. She mutters a few words in an indistinct language and light flashes.

The room seems to spin. Goldilocks crows loudly, which then becomes a sputtering cough.

When the room stops spinning and the light stops flashing, Seth is no longer holding Goldilocks, and an old woman, RUTH SORENSON, 70's with silvery hair and a few wrinkles, sits limply on the floor. As she stands, her bones creak.

GRANDMA

What happened? Where am I?

Muriel leaps off of the tree stump. The rope connecting her to the tree stump is no more, and she carries her small wooden puppet. She stands in front of Ruth, just barely

taller than the sitting woman even when standing.

MURIEL

Welcome back, Ruth. I'm glad I
could share this moment with you.

Ruth stands, towering over the diminutive Muriel. She passes Kendra while resting a hand on the young girls' shoulder. Grandma Ruth puts herself between the witch and her grandchildren.

GRANDMA

Begone from here, witch. You have
no home here. Not as long as I am
caretaker here.

Muriel spits in Grandma Ruth's direction and leaps back to crouch on the tree stump.

MURIEL

Caretaker? Not for long. If I were
you, I'd be taking the kids away
while I had the chance!

GRANDMA

I said, begone!

Muriel cackles as she scrambles past Ruth, still shielding the grandkids.

EXT. OUTSIDE THE SHACK - CONTINUOUS

Muriel disappears off into the woods, leaving not a trace behind. Her puppet clacks as she runs as fast as she can.

INT. INSIDE THE SHACK

Kendra and Seth stare incredulously out the shack's door. They regain themselves and run over to Grandma Ruth for a group hug. Grandma Ruth squats down to return the hug, then stands.

RUTH

We've lingered here long enough.
Come, let's return to the house. I
think it's time we had a talk.

INT. KITCHEN - AFTERNOON

Grandma Ruth, Kendra, and Seth enter through the sliding

glass door. They carefully pick their way over the rubble left from the previous night. Ruth's face is a mask of indifference as she brushes her hand against a cracked wall.

SETH

So you had no idea the witch would be freed?

GRANDMA

I was a chicken.

SETH

But still...

GRANDMA

Look, before I was a chicken, she still had two knots, I didn't know. But we have bigger problems.

They step over the smashed remains of the dining room table and the scattered bits of ceramic from broken plates as they enter the

GRAND HALLWAY

And they make their way towards the front door and the attic staircase.

KENDRA

So how do we find Grandpa?

GRANDMA

You two have learned a lot while you've been here, but this old place still holds some secrets.

Grandma Ruth leads the kids to the painting of the meadow hanging at the stair's landing. She pulls the painting aside to reveal a small number pad.

Grandma Ruth enters the combination 1-1-2-8-3-3-1-1-8 and the wall slides up to reveal another staircase leading up. An iron door awaits at the top of the stairs. Grandma Ruth leads Kendra and Seth up the stairs and opens the door to reveal the

SECRET ATTIC

A room filled with weapons and ancient looking antiques. There are stands holding swords, several crossbows and crates full of bolts, and full suits of armor. Shelves hold goblets, jewelry, and arcane tomes.

In the corner of the room is a chest, which Grandma Ruth goes to as the children stare at the fully equipped armory of swords, spears, shields, crossbows, and even a few handguns in shock. Grandma Ruth opens the chest and pulls out a small gem. It fits neatly in the palm of her hand and is a dark purple, glassy color. The gem has many facets that make it almost a smooth oval shape, like an over-sized lens.

Grandma Ruth takes a deep breath and holds the glassy gem up to one of her eyes while closing the other. She grits her teeth and hunches back a little, prompting Kendra to try and steady her, but Grandma Ruth motions for her to back away. Then Grandma Ruth lowers the gem away from her eyes.

Grandma Ruth sits on a nearby crate and catches her breath.

KENDRA

What was that?

GRANDMA

A...Scrying stone.

SETH

And that's going to help us find Grandpa?

GRANDMA

I already saw him. And Lena. Muriel is with them too.

Seth hurries over to one of the sword racks and plucks up a sword almost as tall as he is. It wavers in his hands as he struggles to lift it.

SETH

If the witch is there, then why don't we use this stuff to fight her and take them back?

GRANDMA

Did your grandfather really tell you nothing while I was away?

KENDRA

What do you mean?

Grandma Ruth takes the sword from Seth and places it back with the rest of the weapons.

GRANDMA

This place has rules to prevent

those who live here from bringing
merciless destruction.

SETH

Except on midsummer's night?

GRANDMA

And the other solstices and
equinoxes. On those days anything
goes, but on all other days
Fablehaven operates on an eye for
an eye philosophy.

A flicker of realization crosses Kendra's eyes.

KENDRA

So when the fairies turned Seth
into a walrus...

GRANDMA

If he'd done magic on one of their
own, they could do magic unto him
in return. If we kill Muriel we're
as good as dead. Besides, she's not
even our biggest concern.

KENDRA

Fantastic.

Grandma Ruth leads the kids to a map hanging on a wall. At
the southern edge of the map is a small house and a yard
with a pool and gardens. There's a barn near the house and
the rest of the map is covered in woods. Small lines cut
roads through the depicted vegetation.

There are labels for things like Muriel's hut, the lake and
the island of the fairy queen, and there's a small clearing
that's labeled: Warren's hut among the scribbled words of
the map.

Grandma Ruth points to a small cross drawn on one section
of the map. It's labeled "The Forgotten Chapel".

GRANDMA

This is where we'll find them.

KENDRA

And why do I get the feeling that's
not a place we want to go?

GRANDMA

If you two had to guess, how old
would you say Fablehaven is?

Kendra shrugs her shoulders and Seth looks like he thinks for a bit before:

SETH
A hundred years?

ANIMATED SEQUENCE

The world is dark. Slowly a light emerges and the shadowy image of a small town takes shape.

GRANDMA (V.O.)
More like three hundred. You see, back in the 18th century a powerful demon controlled these lands. His name was Bahumat.

The shadow of a large creature, BAHUMAT, appears. It has three serpent like heads. It stands towering over the small village while its three whip-like tails crack through the air.

KENDRA (V.O.)
I don't like where this is going.

Fires break out across the shadowy image of the town and the three heads roar in unison.

GRANDMA (V.O.)
He had been tormenting the villagers who once lived in this region. They could do little to appease him besides making meager offerings every month.

The town disappears, replaced by a large throne with the demon sitting atop it. The silhouettes of three villagers march toward the demon's throne and each is devoured by a different head.

GRANDMA (V.O.)
Then hope arrived one day when a band of wizards arrived and offered to seal Bahumat beneath the village's church.

Three cloaked figures appear, hands raised high to the heavens and chains wrap around the demon, binding its heads together and forcing its jaws closed.

KENDRA (V.O.)
The forgotten chapel?

The image of a small church appears and the angry form of the demon lies shackled in its basement.

GRANDMA (V.O.)

Exactly. He was sealed away and this land became protected as the preserve it is today. That was when the document outlining the rules of Fablehaven was drafted.

The church remains, and the village reappears briefly around it before being replaced by woods that obscure the church. A house starts to form and small fairies flutter around the building.

BACK TO SCENE

Kendra and Seth take a seat on the floor of the attic. Kendra looks as though she's nauseas and takes a few deep breaths to calm herself.

KENDRA

So Grandpa and Lena are being held by a witch and a captive demon who might eat them?

GRANDMA

He won't remain captive much longer if Muriel has anything to say about it.

KENDRA

So what do we do?

GRANDMA

I'll be going to the chapel to see what I can do. You two will leave the grounds. Even if he's free, Bahumat can't leave the preserve, so if I fail, at least you two will be safe until your parents arrive.

Seth looks like he's about to protest, but Kendra beats him to it:

KENDRA

I don't think so. We care about Grandpa, and Lena, and Dale just as much as you do. They're our family to, so we're coming with.

SETH

I...uh, what she said. And besides,
I'm the one who started this.

Grandma Ruth sighs, then goes to pick up a crossbow and a quiver of bolts.

GRANDMA

I always had a feeling about you two. Heck, one of you might have what it takes to run this place someday.

Kendra looks shocked while Seth starts grinning from ear to ear.

KENDRA

But...

GRANDMA

(chuckling)

Don't worry about that for now. We have bigger problems than a matter of inheritance. Take nothing with you but what you need.

EXT. WOODS - NIGHT

Hugo pulls a cart behind him. Sitting in the cart are Kendra, Seth, and Grandma Ruth. Kendra is holding a lantern near the front of the cart. The lantern is the only beacon of light in the night.

The cart jumps as it hits a rut in the road, causing Kendra to lose her balance, but Grandma Ruth catches her.

A few feet in front of Hugo, the trees part and a clearing appears. In the center of the clearing is a large chapel that has seen better days. The shadows of the eaves throw ghostly images into the night.

GRANDMA

We're here.

Grandma Ruth exits out the back of the cart and helps Kendra and Seth down from the back. Hugo releases the handles of the cart. The group heads towards the wooden stairs leading to the chapel's door.

Grandma Ruth reaches for the doorknob, a cast iron gargoyle. As she turns the handle, a creak comes from behind them. Hugo carefully steps up onto the wood porch, crouching to avoid the roof over the shadowy sitting area.

A shadow passes over the group as Grandma Ruth continues to turn the knob and opens the door into the

CHAPEL

All the furniture is covered in white sheets that make the room look as though it's inhabited by hundreds of ghosts. Dust flutters down from the rafters.

In the corner of the room is a spiral staircase descending below ground. An eerie green light spills from the opening, making the room look even creepier.

Grandma Ruth holds a finger to her lips, a silent reminder to be quiet. They sneak towards the staircase. Even Hugo moves with little sound. They descend the stairs, Hugo himself just barely fitting between the intricate banisters.

INT. CHAPEL BASEMENT - CONTINUOUS

The four intruders enter a basement as large as a football stadium. The massive space is almost entirely empty, and the children gawk at the sight.

On the end of the room nearest to them is a table with a small jar sitting next to a fishbowl. In the jar is a wrinkled looking slug, and in the fishbowl, a small beta fish swims quick, angry circles around some fake kelp.

On the far end of the room, a shadowy figure as tall as an apartment building is wrapped in chains in a secluded alcove. BAHUMAT stands about thirty feet tall. His long, serpentine heads are bound to his chest by the chains. Three long, slender tails crack through the air like whips.

Like a ghost, Muriel flies through the air around the figure while working on undoing the chains. She looks much younger than before and is wearing a jet black dress that flutters through the air after her.

Muriel stops her work and turns towards the intruders.

MURIEL

Ah, the rest of the guests are here. Behold, Lord Bahumat. Mendigo, come!

Out of the shadows on the edges of the room, the wooden puppet, now standing at around five and a half feet, clatters towards Grandma Ruth, Kendra, and Seth. The puppet is flanked by two grotesque looking IMPS, one looks exactly

like the bat-like fallen fairy that Seth had caught while the other is bug-eyed and squat, both are even bigger than Seth is.

MURIEL (CONT'D)

Seize them!

The imps and Mendigo rush towards the children, Grandma Ruth, and Hugo. Ruth turns and runs toward the jar and fishbowl. A bolt of yellow energy flies from Muriel's fingers and Ruth is stopped in her tracks by a large chicken cage appearing around her, complete with chicken feed and hay.

GRANDMA

Hugo, protect the children.

Hugo places himself between the kids and the still charging imps and Mendigo. Muriel cackles and a bolt of black energy flies from her fingers and strikes Hugo in the chest. He crumbles into a pile of rocks, clay, and pebbles.

Seth grabs Kendra's hand and tries to run towards the stairs, but the bat-like imp tackles Seth to the ground.

Mendigo and the bug-eyed imp try to grab Kendra, but it's as though a bubble is around her because they can't get within a foot of her no matter how hard they struggle.

GRANDMA

Kendra! You haven't caused any harm here! The rules, the treaty, they're protecting you.

SETH

Kendra, run!

Kendra debates running or staying, turning this way and that, looking at everyone in the room before finally bolting up the stairs. She takes one back look at Seth before disappearing up to the next floor.

Muriel lets out a groan.

MURIEL

Mendigo, after her.

Mendigo clatters up the stairs.

EXT. WOODS - NIGHT

Kendra rushes through the woods at a frenzied pace. Twigs

fly past her face as she races randomly on the trail. Wind whistles through the air like unearthly moans. Then, another gust of wind comes like a soft and friendly whisper.

Kendra stops in the middle of the path and looks towards a small side path. Kendra turns and runs down the new passage.

An arc of garden trellis looms up ahead and Kendra speeds under it.

EXT. THE LAKE - CONTINUOUS

Kendra stops as she reaches the lake she and Seth had briefly explored. The area is silent and not a single living soul is in sight.

Kendra sits on the grass and starts to cry. As her tears touch the ground, another whisper-like gust of wind washes over the area. The trees on the island at the center of the lake rustle.

The wind grows stronger, strong enough to dry the tears off Kendra's face and send her hair fluttering. Kendra looks in the direction the wind is blowing and sees the trees stirring on the fairy queen's isle.

Kendra looks to the boathouse jutting out over the water and walks along the pier.

Kendra jiggles the handle on the boathouse, but finds it locked. She looks out to the lake and steps closer. She kneels down and looks into the water.

KENDRA

Hello.

Kendra stares into the water and it swirls, revealing beautiful NAIADS with an ethereal and ageless quality. They all look much the same and clear as crystal.

The faces giggle like school girls as they float just under the surface of the water.

KENDRA (CONT'D)

My friend Lena said I could find
you all here.

At the mention of Lena, the naiads huff and swim deeper, obscuring them from view.

KENDRA (CONT'D)

I don't know if you've heard, but this sanctuary is in trouble. I need to get to the island and speak to the fairy queen. Do any of you know where the key is?

Two of the faces drift closer to the surface, one of them even breaks the water. Her face looks like it's made of pure, solid water, her hair flowing in every direction like a thousand tiny rivers. She reaches out and beckons for Kendra to come closer.

KENDRA (CONT'D)

No, I don't think so. I just want the key so I can take a boat out.

The faces dip lower again and disappear. Kendra looks sullen and turns away from the water. As she starts to walk away, a tingle of metal is heard and a set of keys land on the dock.

Kendra picks up the keys looking excited, but then fear crosses her face like a shadow as she gazes out at the water.

Kendra unlocks the door of the

BOAT HOUSE

and enters. She sees three boats in front of her: a flatbed rowboat, a canoe, and a swan boat. The rowboat and the canoe both have paddles, while the swan boat is run by a pair of peddles.

Kendra grabs one of the paddles and looks unsure about it. She puts the paddle back and walks to the swan boat.

KENDRA

Well, there are probably worse ways to go.

EXT. THE LAKE - NIGHT

The door of the boathouse facing the water opens like a garage door. Kendra peddles the swan boat out onto the calm waters of the lake.

As soon as the boat crosses the threshold, dozens of webbed hands formed from pure water reach up the sides of the plastic swan and toss it this way and that, as though trying to flip it into the water.

Kendra looks panicked for a moment before throwing her whole weight against the hands to balance herself. The hands reappear on the other side and try to throw Kendra out of the boat that way, but she readjusts and balances herself against the force again.

As the constant battle wears on, Kendra makes slow progress towards the island. The hands push the boat around less and less as Kendra approaches the island. Finally, the fighting stops entirely as Kendra comes within ten feet of the shore.

Kendra steers the boat up halfway onto the shore of the
ISLAND

and leaps out onto the soft white sand. Kendra heads further up the beach, and as she does, she hears high voiced giggles behind her.

She turns and sees that the swan boat has suddenly been pulled back out into the center of the lake.

Kendra sits on the ground and starts to cry, but stops as she hears a sound that resonates through the air like an angry bumblebee. Kendra stands and looks around confused, then a gust of wind blows her hair, pointing her towards the center of the island.

EXT. THE ISLAND - NIGHT

Kendra pushes through the oak trees that rise up all around her. A faint, song-like humming grows louder as Kendra goes deeper into the small forest. Soon the humming overtakes all else and Kendra presses her hands to her ears. The humming dies away.

There, just a foot in front of Kendra, is a small statuette, barely an inch tall, that looks like a fairy and is just as small. The statue is solid gray, but intricate in detail. A long flowing dress falls down around the stone fairy and her hair falls down to her waist.

FAIRY QUEEN (V.O.)
(sing-song, but
commanding)
Kendra Sorenson. I have been
watching you.

Kendra leaps back, away from the statue, and looks around, but finds nobody.

KENDRA

Who's there?

FAIRY QUEEN (V.O.)

Do not be alarmed, I am the fairy queen, and I have brought you here with special purpose.

KENDRA

A fairy queen lives here?

FAIRY QUEEN (V.O.)

The fairy queen. And no, I live somewhere far from here, but I can commune with my servants at this particular place.

KENDRA

And you wanted to bring me here to talk?

FAIRY QUEEN (V.O.)

Indeed. And I'm glad you came. Most would not. There are few permitted on this soil. In fact, the last mortal who set foot here against my will was turned into dandelion fluff.

Kendra looks shocked and starts to back away from the statue, but then:

FAIRY QUEEN (V.O.)

Do not be afraid. I want to help. If this sanctuary falls, another of my statues may fall to ruin.

KENDRA

Another?

FAIRY QUEEN (V.O.)

I'm afraid this is not the first sanctuary to be threatened by darkness. It happens more often than one would like, and has been...increasingly common as of late. But I will not let this one fall today.

KENDRA

But what can I do?

A silver bowl appears in front of the statue, obscuring the

fairy from view.

FAIRY QUEEN (V.O.)

Take this, and I will give you a recipe for a mixture that will bring my servants to their full glory.

KENDRA

And that'll be enough?

FAIRY QUEEN (V.O.)

When the fairies of the world achieve their truest form, few can stand in their way. Have faith, and remember what I tell you now.

Kendra picks up the bowl and takes a step back, looking down at the statue.

KENDRA

I'm listening.

FAIRY QUEEN (V.O.)

I give you my tears.

The bowl starts to magically fill with a clear liquid. As it does, wind blows through the small woods and a tear drops down Kendra's own cheek.

FAIRY QUEEN (V.O.)

(slowly rising)

Take them and add the milk that lets one see and a small amount of blood. The mixture, once fed to a fairy, will unlock her true potential.

The wind is a tempest now, sending Kendra's hair wisping around in the breeze.

FAIRY QUEEN (V.O.)

(Calm)

Command them well, and good luck. This is all I can offer.

With that, the wind dies down.

KENDRA

Wait!

FAIRY QUEEN (V.O.)

I would watch your tone here. What

do you need?

KENDRA

The creatures in the water, they took my boat away and now I'm stranded here.

FAIRY QUEEN (V.O.)

The naiads? I wouldn't worry about them. If they hinder you, they'll have me to deal with.

Another soft breeze blows through the trees, and then there is silence.

Kendra takes the bowl, careful not to spill any of the tears, and returns to the shore. Waiting for her is the swan boat. Stepping into the boat, Kendra doesn't even pedal before the boat starts moving swiftly towards the boat house.

The swan boat glides smoothly into the

BOATHOUSE

Kendra leaps onto the platform and leaves onto the

DOCK

there, waiting for her without movement, is Mendigo the puppet.

Kendra gasps and backs away towards the edge of the dock. She looks out at the faces in the water. They look eager, almost hungry. Mendigo slowly starts to clatter, wood clapping against wood and hinges creaking, towards Kendra, but stops just inches away. Suddenly, Kendra's fear is gone.

KENDRA

What do you want?

The puppet offers no response. Kendra walks calmly toward the puppet and it backs away as she approaches. The both stand on the grass and Kendra circles Mendigo. Kendra sets the bowl down a safe distance away and goes back to Mendigo.

Kendra touches Mendigo's wooden shoulder and the wood almost seems to twitch. Kendra unhinges the puppet's arm and hurls it towards the water where it floats and bobs in the ripples.

Kendra starts to return to the bowl of fairy tears. She gets a foot away from the bowl when she's knocked to the ground. Mendigo stands on top of her, his foot pressed into her upper back.

Kendra tries to struggle, but Mendigo has her pinned. He lifts her with his remaining arm and slings her over his shoulder. Kendra twists and turns, but Mendigo keeps readjusting her and getting closer to the trellised arch at the edge of the garden.

Kendra reaches down and pulls out one of Mendigo's legs from its hinges, and the metal squeaks in protest. He collapses and Kendra tumbles away with the leg in her hands. She heaves the leg away and it lands next to the arm already in the water. Mendigo claws towards the dock and reaches out for the arm and leg, but they're too far.

Before he can pull back, arms reach up out of the water and grab the puppet by its remaining arm. They heave him below the surface and then return to collect the unattached arm and leg.

Kendra stands and collects her breath before hurrying to the bowl. She gives one final glance at the deceptively serene lake and hurries away from the garden.

EXT. BACKYARD - LATE AT NIGHT

Kendra bursts from the woods still carrying the bowl of tears. She carefully runs up the lawn and through the whole in the wall where the door should have been to enter the house

INT. KITCHEN - CONTINUOUS

Kendra goes to the fridge and finds the fridge devoid of milk, save for a few drops in one bottle. The rest are cracked and emptied.

Kendra puts the bowl on what little remains of the table and rushes back outside.

EXT. BACKYARD - CONTINUOUS

And makes a beeline for the barn. She hefts the bar keeping the door closed and opens the door.

INT. BARN - CONTINUOUS

And inside is a cow, VIOLA, that stands at least two stories tall. Kendra's jaw drops, but she catches herself and looks around quickly.

She sees gardening equipment, a riding lawn mower, a tangled mess of hoses, and finally some barrels sitting in the corner with a stack of pie tins.

Kendra skirts around the perimeter of the barn to avoid the massive creature as it chews mindlessly on a mass of green muck.

At the barrels, Kendra opens one of the lids to reveal a wealth of milk. Kendra picks up one of the pie tins and fills it with milk.

Kendra goes back the way she came, careful not to spill a drop. Viola eyes Kendra without much thought as she continues to chew.

INT. KITCHEN - ALMOST DAWN

Milk pours into the bowl, clouding it. There's a gasp of pain, followed by five small drops of blood dripping into the bowl. Kendra wraps a bandage around her thumb and sets a knife aside.

Taking a spoon, Kendra swirls the mixture around until it takes on a light pink color. Kendra lets out a sigh and carries the mixture outside.

EXT. BACKYARD - CONTINUOUS

Where the first fairies are gathering as the sun begins to rise over the tree tops. In the distance there's a savage roar, like a lion's, that sends birds scattering through the air out in the woods.

Kendra goes to the bird bath where the greatest number of fairies have convened. Most of the fairies scatter as Kendra approaches, but a single FAIRY WITH BRIGHT RED HAIR and silver skin that looks as thin as paper sticks by the bath as Kendra lowers the mixture to the ground.

Kendra looks at the fairy as it drifts closer.

KENDRA

I've been...uh, sent by your queen.
I made this for you, and I was told
you all could help me.

The fairy seems to laugh a little as it flutters nearby and Kendra starts to tear up. The fairy starts to fly away and then:

KENDRA (CONT'D)

Wait, no! Don't go, look it's
delicious! Please...

Kendra dips her finger into the mixture and lets a drop touch her tongue. As soon as it does, she looks as though she regrets it, but swallows anyway.

KENDRA (CONT'D)

See, it's good...

The fairy drops down to the lips of the bowl and seems to sniff the mixture. In a bolt, she flies away and returns with three more fairies. Those fairies leave and each return with more fairies. As fairies fly away to find other fairies, the first to arrive dip their fingers into the liquid and taste it.

Sparks of every color of the rainbow fly out of the fairies and they grow to roughly six feet in size. They stand around Kendra for only a second before running off to all corners of the lawn.

A FAIRY WITH DRAGONFLY WINGS goes to a rose bush and whispers to it. Then she withdraws a spiked sword and a rose shaped shield.

A BLUE SKINNED FAIRY with long antennae and iridescent butterfly wings goes to a pansy and turns one of its petals into a blazing ax.

A hundred human-sized fairies stand before Kendra. The one with red hair and silver skin approaches Kendra.

REDHEAD FAIRY

Our queen has called us for war.
What are your orders?

Kendra looks stunned and stumbles backwards away from the fairy.

KENDRA

I...uh...um...Could you maybe turn
my friend back to the way he was?

Kendra points toward the statue of Dale. No sooner does she do so when three fairies flutter over to him. Red, blue, and green sparks fly from their finger tips in a dazzling display. As the light fades, Dale is on his hands and knees.

He stretches and his bones creak and moan. The three fairies return to the group. He looks up to see the army of fairies and he looks like he wishes he were stone again.

DALE

(Under his breath)
Oh f...

REDHEAD FAIRY

(to Kendra)
Your next command?

KENDRA

My grandpa and grandma. They own
this land and they've been taken by
a witch and a demon. They're at the
forgotten chapel.

REDHEAD FAIRY

So that is what we felt. Very well,
we will do what we do best. To
arms!

The fairies take to the sky a few dozen at a time. The last fairy to take flight grabs onto Kendra by the waist and flies after the other fairies in the air.

EXT. SKY - ALMOST MORNING

Overlooking the preserve. In the distance, Kendra sees the lake and garden. There's the small ivy hut, nearly overrun by the surrounding trees. The stream of fairies approach the forgotten chapel like an angry, rainbow colored cloud.

Kendra sees the head of the swarm is almost upon the chapel.

INT. FORGOTTEN CHAPEL - CONTINUOUS

They crash right through the roof, through the floor and into the

BASEMENT

the sudden intrusion startles Muriel just as she's about to start unraveling the last of the bindings. Three fairies streak towards Muriel and Bahamut.

Dozens of imps pour out of the shadowed corners of the room and engage the fairies as they arrive.

Swords smash against pole-arms and axes crash against shields with metallic clangs.

Two fairies escape from the brawl and flutter over to the side of the room with the fishbowl and jar, now joined by a chicken cage and a human-sized glass jar holding Grandma Ruth and Seth.

Sparks fly through the basement as it becomes a battlefield. The fairy carrying Kendra sets her down near the top of the stairs leading out of the basement before joining the fray.

A FAIRY WITH SKY BLUE WINGS and light green skin tackles one of the imps with a bear hug and they tumble to the ground. The fairy pins the imp and delicately kisses its cheek. A shower of sparks overcomes the imp.

As the light show fades, a beautiful fairy stands where the imp once did. In her hands are a spiked whip that looks like a rose vine. The two fairies fly off to join the fight.

The fairies by Kendra's family appear to be chanting in their incomprehensible language. The lights in the basement flicker and the basement is shrouded in darkness for a brief instant.

When the light returns, the jar shatters, freeing Seth.

The bars of the chicken cage fall apart, as though they're melting.

The beta fish transforms into Lena, who sputters for oxygen.

Finally the slug grows, changes form, and Grandpa appears.

The two fairies who broke the spells take Lena by the arms and fly out through the roof as she kicks and screams.

The three fairies working on Bahumat and Muriel wrap chains of light around the demon and the witch. Muriel screams in rage as the bindings constrict tighter and tighter.

As the fairies bind Muriel to the demon, the fairies seem to giggle as Muriel's beauty slips away, causing her to look exactly as she did before, wrinkled and moss-caked.

Bahumat bellows in rage, causing everyone to look to his alcove. The few remaining imps drop their weapons as they see a wall being built to seal their masters in. The ever-growing population of fairies take the opportunity to transform the remaining imps back into the fairies they once were.

Kendra rushes down the stairs to reunite with her grandparents and Seth. The fairies hover nearby. Kendra takes note of the remains of Hugo lying nearby.

KENDRA

I have one more big favor to ask,
if it isn't too much trouble.

The silver fairy with red hair approaches.

KENDRA (CONT'D)

I'd like you to return our golem,
if you can.

The fairy nods and chirps a few quick words to the other fairies in their own language. The swarm descends on the rubble and a tornado of magical energy erupts around Hugo and the fairies, sending dust flying.

When the dust settles, Hugo is back, but he's a little different. Moss covers his broad shoulders like a cloak. He smiles, his teeth sounding like grinding earth as he does so.

KENDRA

Thank you, so much. For everything.
But, where's Lena?

REDHEAD FAIRY

Do not worry, we brought her back
to where she belongs. And now, all
of you shall be brought back to
where you belong.

Four fairies pick up Kendra, Grandpa Stan, Grandma Ruth,
and Seth. Another five work to lift Hugo. They all fly up
through the roof.

EXT. SKY - CONTINUOUS

The sun is just starting to rise over the treetops. In the
distance, the house looks as though it's already been put
back together. Kendra looks back to her family.

The fairy swarm has evacuated the building and formed a
circle around the chapel grounds. They appear to be
chanting. As they sing, their voices get louder and higher.

As their song crescendos, the chapel collapses into itself.
Dirt covers the remains and a small hill forms. A large
tree sprouts rapidly from the center of the hill.

The fairies stream after the group carrying everyone and
they all arrive back at the house.

EXT. BACKYARD - CONTINUOUS

to find a confused Dale gawking at them.

The fairies bow to Kendra as she stands at the center of
the clustered fairies. One by one, the fairies approach
Kendra. They each kiss her on the forehead. With each kiss,
the fairy grows brightly before returning to its normal
size and fluttering away.

The last fairy to shrink back to her regular size is the
silver fairy. She says a few words in her fairy language
before following after her sisters and taking her usual
form.

As the last fairy flies away, Kendra's eyes flutter. She
sways on her feet and Grandpa Stan rushes to catch her. As
he does, Kendra's eyes slowly close. The last thing she
sees is her grandparents, Seth, and Dale safely in the
backyard.

FADE TO BLACK.

INT. ATTIC BEDROOM - MORNING

Kendra is lying on her side on the bed, sunlight is streaming through the window onto Kendra's eyes which flutter open slowly. Kendra sees fairies fluttering outside past the window.

Kendra looks over and sees Grandpa Stan sitting on a stool. There's a glass of milk sitting on the bedside table. Grandpa Stan offers the milk to Kendra, but she shakes her head.

GRANDPA

I suppose you've seen enough to last a lifetime then?

KENDRA

No, it's just...I can already see the fairies.

Grandpa Stan looks confused and then leans in closer to the bed.

GRANDPA

I'm sorry, what? That shouldn't be possible. You haven't had milk in the last three days.

Now it's Kendra's turn to look confused. She looks at the calendar on the wall. It has been marked on, but while the first few X's are neat and orderly, there are three days that have much more crudely drawn X's. There are even a few days in between that have no markings.

KENDRA

I've been sleeping for three straight days?

GRANDPA

We were all rather worried you wouldn't wake up before your parents arrived. Then you started stirring a few minutes ago and Seth came running down to tell Dale, Ruth, and I.

Kendra pushes herself up so she's sitting against the headboard. She looks out the window again. More fairies stream past the window, including the silvery fairy with red hair, though they pay no attention to Kendra.

KENDRA

So why can I see the fairies?

GRANDPA

Truthfully, I'm not positive, but I do have an idea.

Kendra turns back to Grandpa Stan. Though she says nothing, she appears to be waiting for Grandpa Stan to continue.

GRANDPA

It's a rare condition, though it's been seen before. In fact, one of my ancestors had a condition in which he could see magic without the aid of milk. His name was Patton Burgess and he was an extraordinary man.

KENDRA

What did he do?

GRANDPA

Well, he kept Fablehaven running smoothly for years, he built the boathouse on the naiads' lake. And, perhaps most interestingly, he was the reason Lena left her sisters all those years ago. But what matters right now is that Patton was fairyrstruck.

KENDRA

Fairyrstruck?

GRANDPA

When fairies take a particular shine to an individual, they can imbue that person with a small part of their magic. Perhaps the fairies did that when they kissed you?

KENDRA

And they did that because they liked me?

Grandpa Stan stands and looks out the window, gazing out at the gardens and watching the fairies flutter amongst themselves.

GRANDPA

Not likely. But I have another theory. They're incredibly vain creatures, but they do have some sense of morality.

KENDRA

What do you mean?

GRANDPA

One of the fairies told me that you drank from the mixture the fairy queen told you to make.

KENDRA

Yeah, I was just trying to get them to taste it.

GRANDPA

And if the fairies had done nothing the attempt would have killed you. That mixture was poisonous to mortals.

A look of terror crosses Kendra's face and she slumps back against the bed's headboard.

KENDRA

I didn't know!

GRANDPA

And in this place, what you don't know can hurt you. I've been trying to teach you and Seth that since you got here. But, it looks as though you'll still need more preparation.

KENDRA

Preparation for what?

GRANDPA

Why, to run Fablehaven of course. Ruth and I can't do it forever, but with luck we'll hopefully continue for a while.

Kendra shifts so that she is sitting on the edge of the bed with her bare feet on the floor. Her clothes are wrinkled beyond belief from sleeping in them for three days.

KENDRA

That's a lot to take in.

GRANDPA

Indeed, and you'll have years to make sense of it. But for now, let's go find Ruth, Dale, and Seth. I'm sure they'll love to see you awake.

KENDRA

And Lena?

Grandpa looks deep in thought, as though measuring his words carefully. He and Kendra are facing away from each other so Kendra can't see the conflict in her Grandpa's expression.

GRANDPA

Yes, once we've talked to the others, we'll see Lena.

EXT. THE LAKE - AFTERNOON

Kendra and Grandpa Stan are at the edge of the dock looking out over the lake. The bowl that Kendra used to make the fairy mixture is in Kendra's hands.

KENDRA

So if I just toss this into the water they'll take it back to the fairy queen's island?

GRANDPA

Should work. Most magical creatures allowed in this area hold the fairy queen in high regard.

Kendra nods and winds back her arm. She releases the bowl and it flies out over the water. Before it even hits the surface a pair of watery hands flash out of the water and snatch the bowl.

KENDRA

Now you said we could see Lena?

GRANDPA

I did. Lena! It's Stan, and I brought Kendra! She wanted to see you!

The water at the edge of the pier begins to bubble, almost like it's carbonated. The image of a face appears like a three-dimensional image made of water. The face giggles as long strands of watery hair float around behind her.

NAIAD

She wants to see you too. She's a little shy though. You'll have to come to her.

Kendra takes a few steps back from the naiad, a look of

horror crosses her face.

KENDRA

What's she talking about? What did they do to her?

GRANDPA

They did nothing to Lena. The fairies on the other hand, they took your instructions of turning all of us back to normal very seriously.

KENDRA

They turned Lena back into one of them?

GRANDPA

They have, and she's no longer the Lena we knew. She's gone Kendra, but at least she's happy where she is.

Kendra shakes her head furiously, tears start to form at the edges of her eyes.

KENDRA

No, she told me she would always choose to be human over being one of them!

GRANDPA

Maybe she did, but her mind worked a lot differently then than it does now. I'm sorry Kendra, but we'll probably never see Lena again.

Kendra looks down at the pier. A pair of tears splash against the wooden walkway. Grandpa Stan pats Kendra on the shoulder and carefully leads her away from the lake and through the opening to the woods.

INT. KITCHEN/DINING ROOM - NIGHT

Grandma Ruth and Dale are finishing preparations on steaks while Grandpa Stan sits in the dining room with Kendra and Seth. Kendra still looks upset as she looks around at the five places set at the table. Then she looks to everyone else in turn: Grandpa Stan, Dale, Grandma Ruth, and finally Seth and she smiles.

The dining room is full of light as Dale and Grandma Ruth

carry plates filled with steak and mashed potatoes to the table. Everyone takes a seat and they all begin to dig in.

INT. KITCHEN/DINING ROOM - LATER

GRANDPA

So, your parents return tomorrow.
Are you two still as ready to leave
as when you got here?

Kendra and Seth share a look, their mouths full of potatoes. Kendra gulps down her food. Seth shakes his head eagerly, still chewing as Kendra says:

KENDRA

Yes and no.

DALE

So we haven't scared you awake yet?

KENDRA

Well there were some scary parts,
yeah...

SETH

...But home just won't be as
interesting now that we know what's
out there.

GRANDMA

Yes, well, you both still have much
to learn.

GRANDPA

And scary doesn't even begin to
describe some of the places on the
preserve. There are some places
nobody should ever go.

Dale stands up, scooting his chair up abruptly. He walks away without a word. His plate sits right where it did before with hardly a bite taken of the steak or potatoes. He walks out the back door and heads toward the gardens.

SETH

What's wrong with him?

GRANDPA

Uh...it's...complicated.

GRANDMA

You always did have a way of

putting your foot in your mouth.

GRANDPA

You see, there's still one resident of Fablehaven's staff you haven't met. Dale's brother Warren.

Kendra swallows down another bite of food.

KENDRA

And I'm guessing he went somewhere he wasn't supposed to?

Grandpa Stan and Grandma Ruth share a look. Grandma Ruth rolls her eyes.

GRANDMA

We want them to take over after us. Might as well tell them sooner rather than later.

GRANDPA

Of all the magical preserves across the world, Fablehaven is one of five special preserves.

Kendra and Seth both stop eating. They lean in, looking eagerly at Grandma Ruth and Grandpa Stan.

GRANDMA

These five special preserves are kept even more hidden than any other, because somewhere out there...

Grandma Ruth points out the glass door in the direction of the woods.

GRANDMA (CONT'D)

...Is an artifact of great power. Many have sought it out, and Dale's brother was one foolish enough to try.

GRANDPA

Warren tried to go to a forbidden region of the preserve, where he thought he might find the artifact. When we found him wandering the woods days later, he was catatonic.

GRANDMA

No doubt Dale wishes Warren had

been around when the fairies were putting us all back to the way we belong.

Kendra looks down at her food.

KENDRA

If I'd known...

GRANDPA

But you didn't, so you can't beat yourself up for it.

GRANDMA

Stan's right. No use being sad about it now. We're just lucky everything's back to relative order before tomorrow.

Grandpa Stan nods, pointing to the kids' plates, still full of food.

GRANDPA

That's right. Now finish your dinners. We all need a bit of a rest before tomorrow. Your parents said they'd be here bright and early.

The four of them go back to eating.

FADE TO BLACK.

FADE IN:

INT. ATTIC BEDROOM - MORNING

Kendra and Seth are packing up their things. Kendra folds her clothes neatly into a duffel bag while Seth pulls his emergency survival kit out from under the bed.

SETH

Do you think we'll ever come back?

KENDRA

I'm sure we will. Still, it'll be nice to have a break from all this.

Kendra zips up her backpack and hoists it over her shoulder. As she does, Grandpa Stan's voice comes from down the stairs, muted by the attic door.

GRANDPA (O.S.)
Kids! Their car is here!

Kendra goes to open the door, Seth lagging behind.

KENDRA
Coming!

Kendra and Seth, under the weight of all their things, waddle down the stairs into the

GRAND HALL

just as a knock comes at the door. Grandpa Stan opens the door, inviting Marla and Scott Sorenson into the house. Both look a little sunburned.

MARLA
Kids! How are you? Did you have fun? Were they too much trouble?

GRANDPA
(chuckling)
Not at all. In fact, Ruth and I would love to have them back.

SCOTT
Is Mom back then?

Grandma Ruth comes out from the kitchen, wiping her hands dry as she goes.

GRANDMA
Just got back a few days ago. It was a shame I didn't get to see the kids longer, but like Stan said, they're always welcome here.

Scott and Marla look suspicious at the kids. Their eyes linger on Seth's adventure kit cereal box.

MARLA
Really that good? Well, maybe we should travel more often then.

SCOTT
Come on, kids, say your goodbyes. We've got to be on the road soon and you can tell us all about the trip on the way home.

Seth and Kendra share a conspiratorial look with their grandparents. They all hug goodbye. Grandpa Stan and

Grandma Ruth usher the kids and the parents out the front door and onto the

FRONT PORCH

The door closes softly behind the Sorenson family. As the family walks away, the closing of the door sends the small iron knocker rocking back and forth heavily against the wood.

FADE OUT.

Works Cited

Mull, Brandon. *Fablehaven*. Deseret Book, 2006.

1904

May 1st - 1st day of the month